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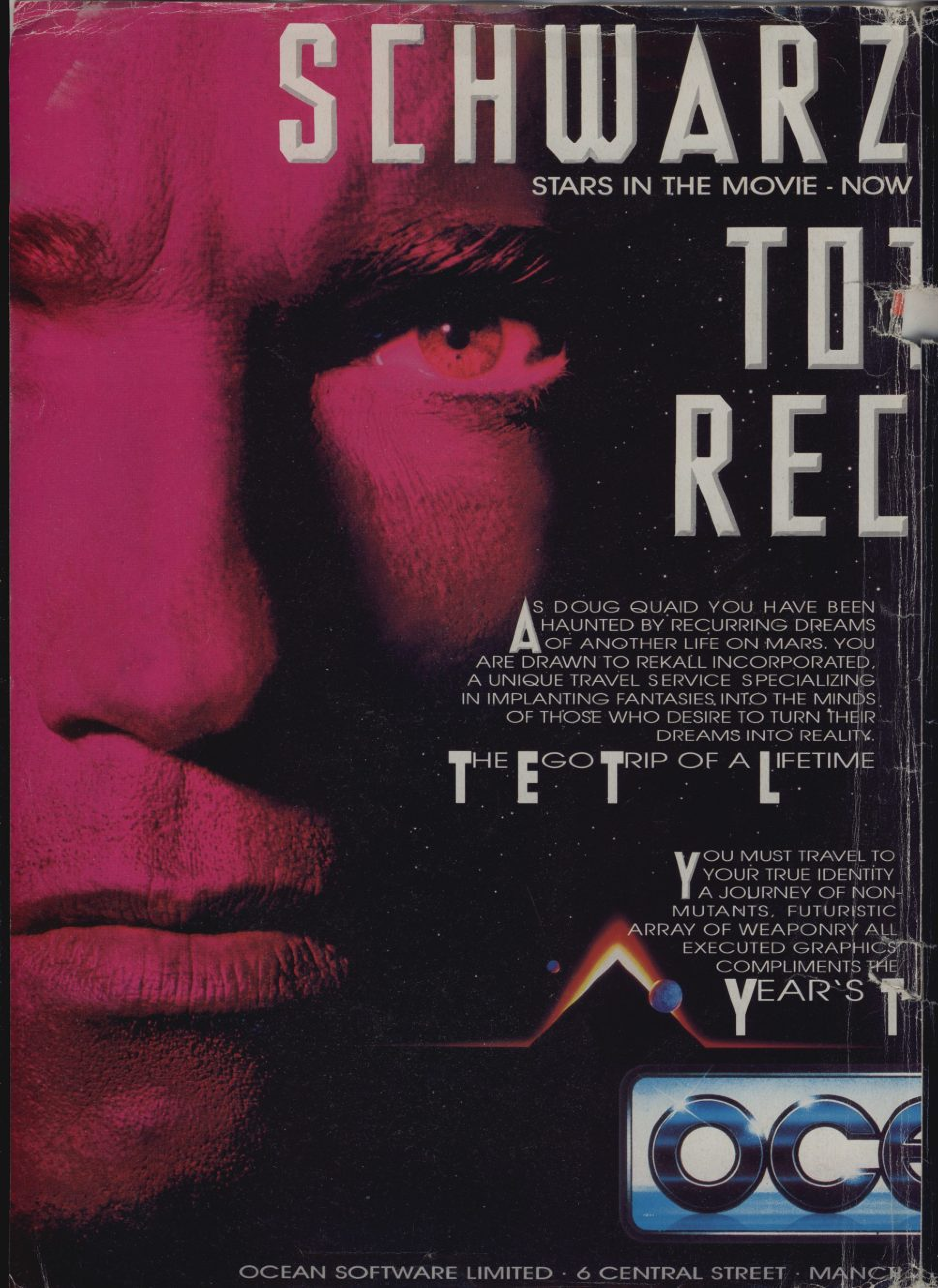
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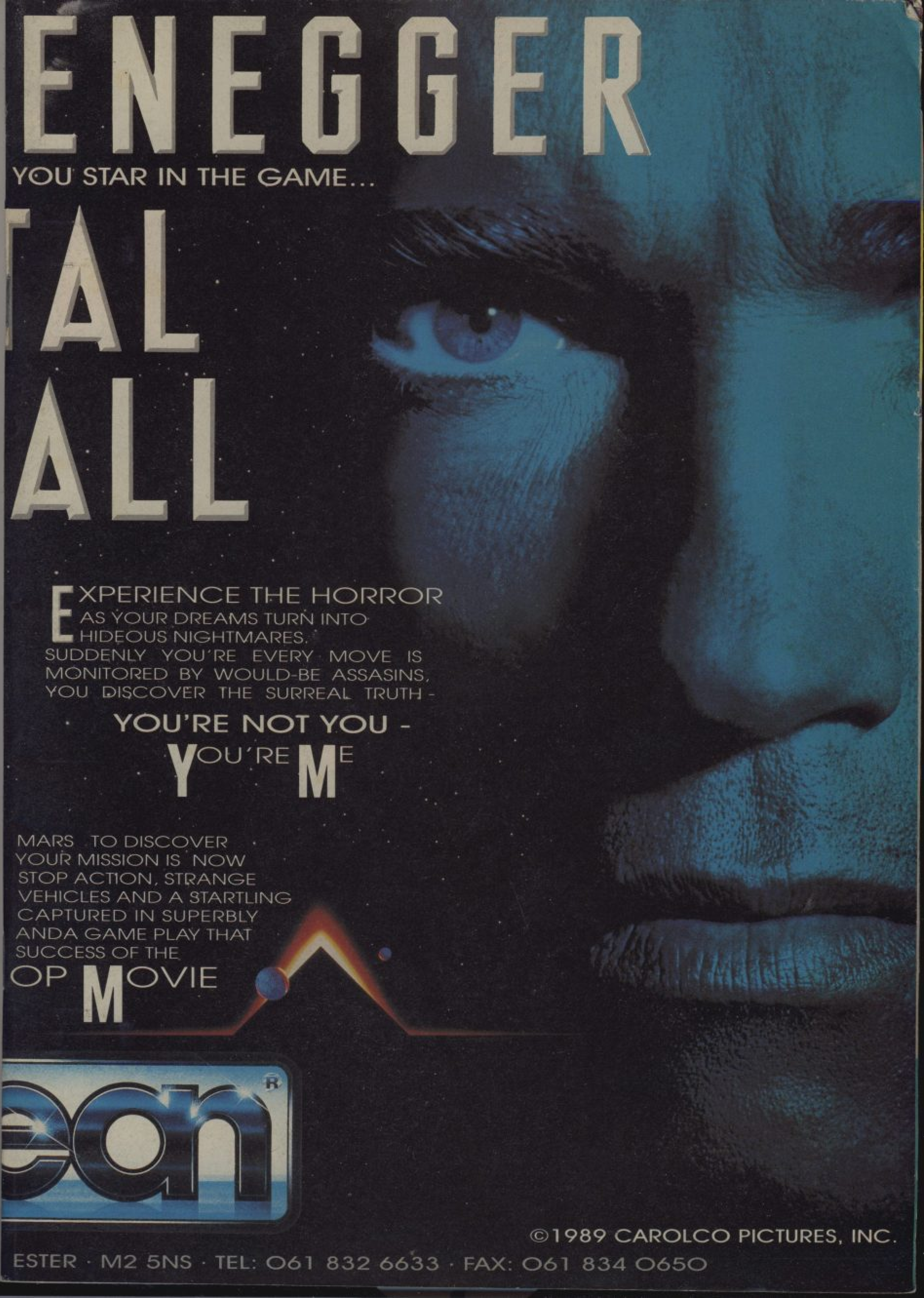
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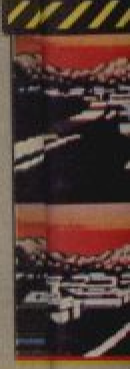


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EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
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CONTENT









MANAGING EDITOR: Julian Rignall ASSOCIATE EDITOR: Paul Glancey ART EDITOR: Andrea Walker STAFF WRITERS: Robert Swan, Richard Leadbetter AD MANAGER: Nigel Taylor DEP AD MANAGER: Martha Moloughney PRODUCTION ASSISTANT: Glenys Powell PUBLISHER: Graham Taylor COVER ARTIST: Jerry Paris

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MANAGING EDITOR: JULIAN "KIRK" RIGNALL After many years of devoted service, the youngest graduate of Starfleet Academy to captain a starship retired to become editor of C+VG, and now devotes his time to blasting Klingons and other alien life forms out of the skies.



TS

COMPS-A-GO-GO!

COMPUTER SHOPPERAMA!
You want the chance to race around the Computer Shopper Show and grab some goodies? Then check this out, y'all! **14**

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At last, the Challenge is on! And to start the ball rolling, we bring you the full report on the International Video Games Championships, held at last month's Computer Entertainment Show at Earl's Court!



THE CORPS! 108
The astonishing four-page conclusion (honest!) - will the Corps be able to save themselves? Or will they become a barbecued battalion?

THE OTHER STUFF!

REVIEWED THIS MONTH
NOVEMBER No.108



ASSOCIATE EDITOR: PAUL "SPOCK" GLANCEY
Half-Vulcan, half-human, Paul now uses his emotionless mind to calculate formulae for playing new games, using the Vulcan joystick-pinch. When confronted with a dodgy game, he is often heard to say that "software houses are not logical".



STAFF WRITER: ROBERT "SCOTTY" SWAN
The engineering chief with a fiery temper (and a new beard). Rob has often been seen delving into the latest software, and muttering "the engines cannae tek nae more, Cap'n". However, he can be seen on occasions in a kilt and playing his bagpipes (oo-er).



STAFF WRITER: RICHARD "McCOY" LEADBETTER
The chief medical officer with a dry sense of humour. He can often be found in the games room, performing intricate surgery on billions of games, shouting "he's dead, Jim". One thing you can count on, though - he never "doctors" his reviews (ouch).

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

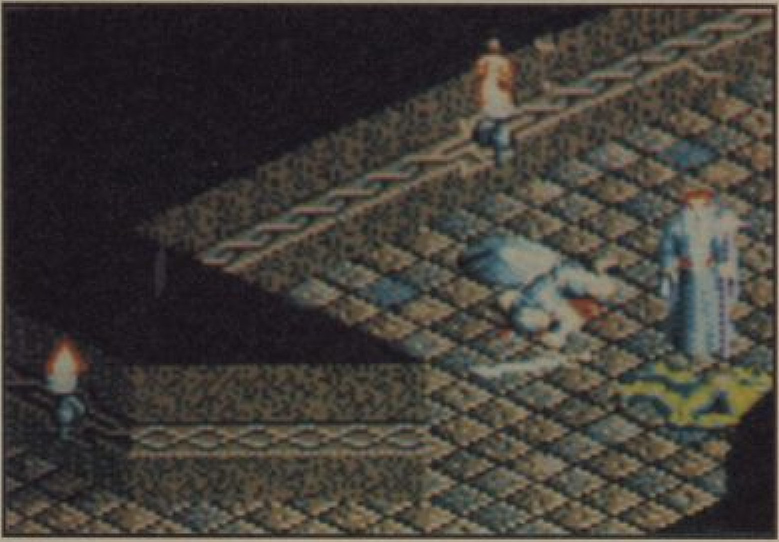
He loves games requiring brains, but doesn't mind the odd blaster.

ROBERT SWAN

He's easy to please and will play anything, but loves a good flight sim.

RICHARD LEADBETTER

C+VG's new kid on the block has "the right stuff" for most games, but prefers to "hang tough" with a good beat 'em up.

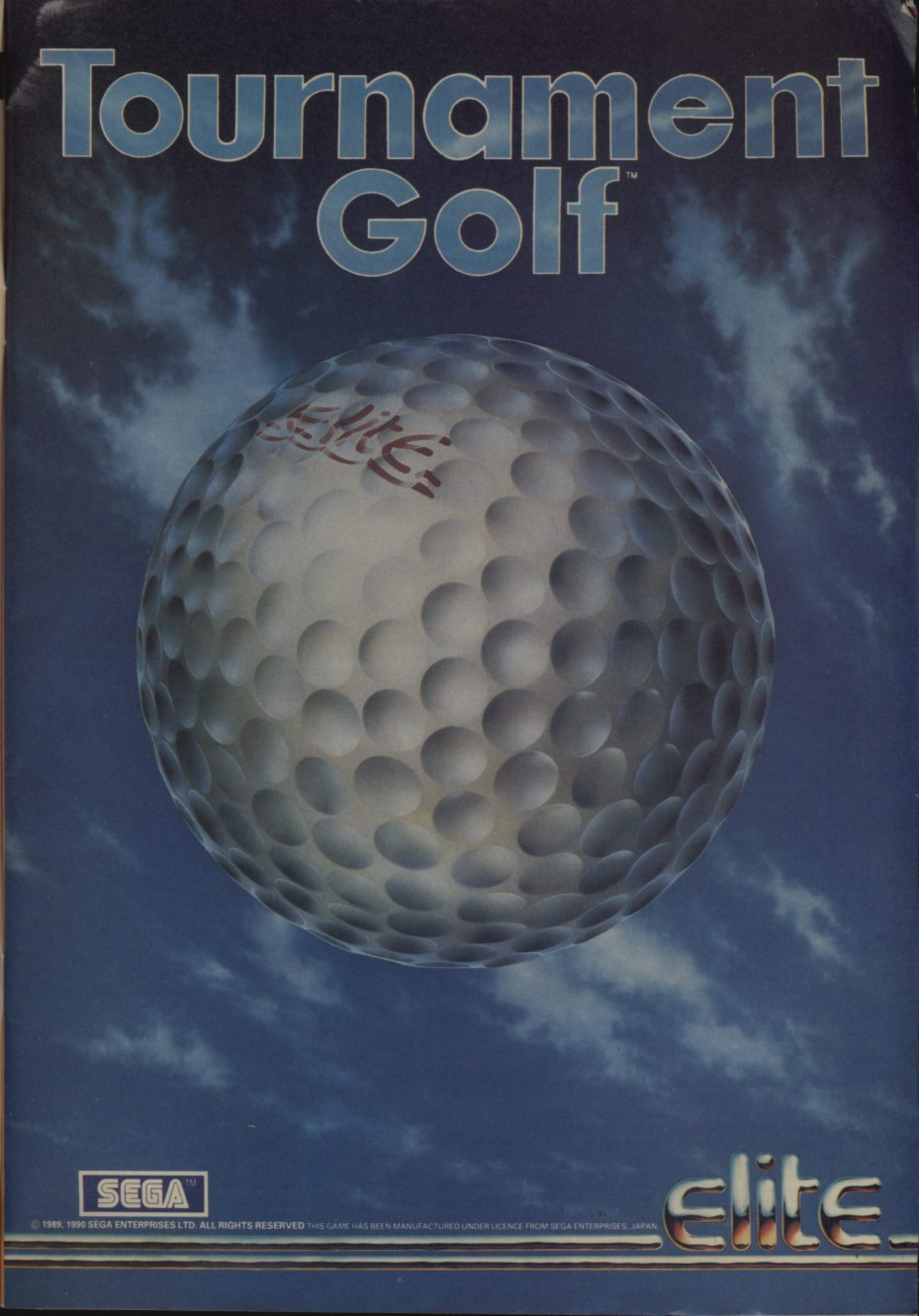


REVIEWS



C+VG HIT! REVIEWS




Tournament Golf™
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NEWS





DOMARK'S COIN-OP CAPERS

Domark have just announced they have grabbed the licences to four new Atari coin-ops, to be published on the Tengen label during next year. The four are: Skull and Crossbones (a pirate adventure), Hydra (RoadBlasters on water), Thunderjaws, and RBI Baseball II. As far as Atari's newest coin-ops, Pit Fighter (a beat 'em up with digitised graphics and sound for added realism) and Race Drivin (the sequel to Hard Drivin', with new tracks and cars) are concerned, check the pics out on this page. No news of those being snapped up yet, but you can rest assured we'll keep you informed.

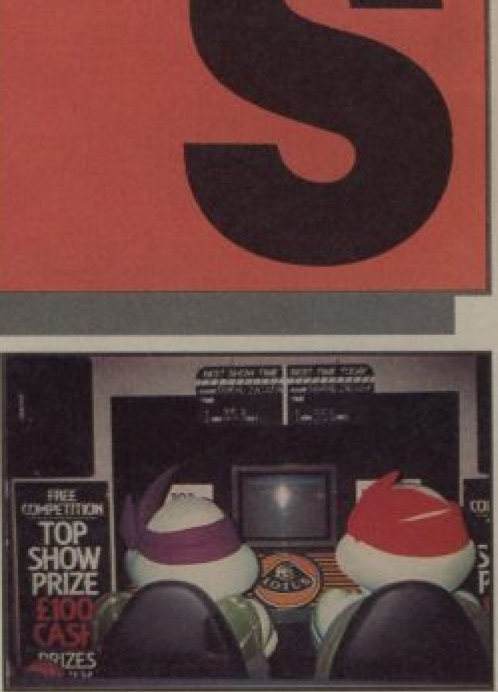
ACTI-VISIONS



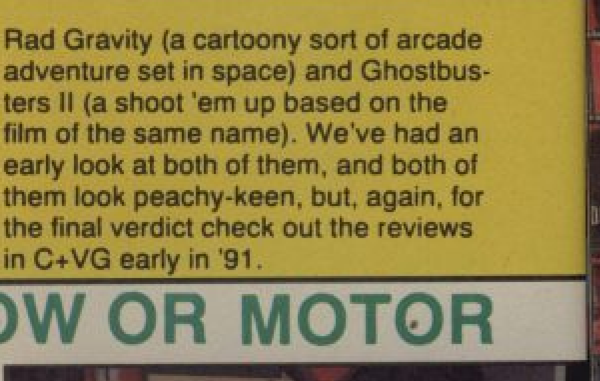
Before they depart our fair shores, Activision have announced the release of two of their last UK-sourced products, both of which are 16 bit. Hunter is a weird but impressive 3D adventure in which you have to walk, swim, sail and even windsurf around an archipelago of islands in the search for a missing person. Deuteros (pictured) is the sequel to that successful strategy game, Millennium 2.2, by the same author, but with many improvements over the original and even more depth. Watch out for reviews in the next couple of months.

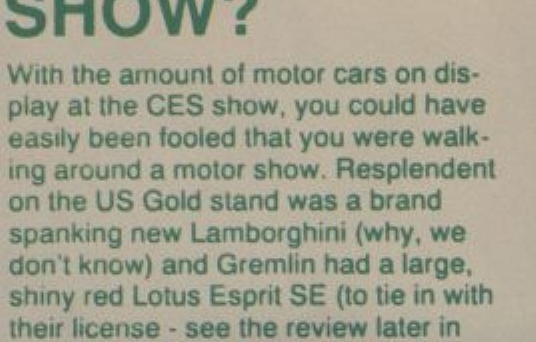
From next year Activision will be concentrating on marketing their American products, and their first such releases will be two Nintendo games, Rad Gravity (a cartoony sort of arcade adventure set in space) and Ghostbusters II (a shoot 'em up based on the film of the same name). We've had an early look at both of them, and both of them look peachy-keen, but, again, for the final verdict check out the reviews in C+VG early in '91.

COMPUTER SHOW OR MOTOR SHOW?

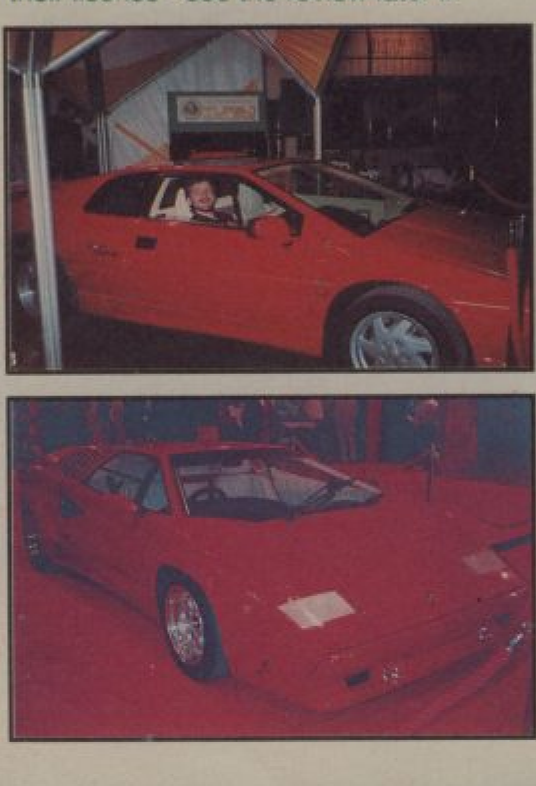


With the amount of motor cars on display at the CES show, you could have easily been fooled that you were walking around a motor show. Resplendent on the US Gold stand was a brand spanking new Lamborghini (why, we don't know) and Gremlin had a large, shiny red Lotus Esprit SE (to tie in with their license - see the review later in











WERE YOU THERE?

For those of you that missed last month's CES at Earl's Court, where were you? We were there, and so were those wacky Turtles, along with RoboCop, Frank Bruno, Esther Rantzen, Betty Boo and many others (where were Iron Maiden? - Rob). Amongst many of the events happening was the International Video Game Championships (see the feature later in this ish), as well as Gremlin's Lotus Esprit Turbo Challenge, with a massive two-seater console and steer ing wheels!

this ish!) and the 500cc Suzuki bike that Kevin Schwantz rode at Donnington and slung down the road the following week (although the mechanics had got it all fixed and bright 'n' shiny specially for the show). A NASCAR automobile was gracing a distributor's stand to promote Mindscape's Days of Thunder and there was also a rally Porsche, just parked by the main stage - what that was representing is anyone's guess.

Show trivia fact: the most valuable single item at the show was Kevin Schwantz' Suzuki bike - worth a cool £250,000!

PC, OR NOT PC

Last month, you'll remember that we announced Digital Entertainment were promoting the PC Engine (or the TurboGrafx 16 as it'll be known in this country) on behalf of NEC, as well the hand-held version, the TurboExpress (which can use the same software as its big brother, and will be available in the first quarter of next year - yeehah!). Digital will be releasing a wide range of



games with the TurboGrafx, including Blazing Lasers (Gunhed), Bonk's Adventure (that's PC Kid, before you get any funny ideas), R-Type, TV Sports Football, Alien Crush, Pac-Land, Legendary Axe, Galaga '90 and a whole lot more! No price has yet to be established, but the TurboGrafx'll probably set you back around £180.00.

MICROPROSE SHOWS ITS TACKLE

MicroProse were plugging their new stuff for Christmas, including Knights of the Sky (a Wings-type WWI simulation), Rick Dangerous II, M1 Tank Platoon for the ST and Amiga, and a



whole bundle of other neato stuff. They also had a gob-smacking F15 Strike Eagle coin-op on the stand, set on free play! This caused large amounts of chaos, especially when we tried to get Richard off the flippin' thing - check the pic out! (I don't care, I was enjoying myself! - Rich).

A 'BOY IN THE HAND...

At the CES, Nintendo were plugging their Game Boy, now officially available in this country and the Mutant NES Pack, containing the Nintendo console and a copy of Teenage Mutant Hero Turtles (hardly surprising). The Game Boy will retail for a grand total of £69.99 (the pack includes a two-player adaptor, stereo head-



phones, a copy of the utterly brilliant Tetris and batteries), and there are six games available for it, including Super Mario Land (yaaay!), Golf and Solar Striker. Mario himself made an appearance, along with the very interesting Miss Nintendo, and was seen on many occasions strolling around the show.

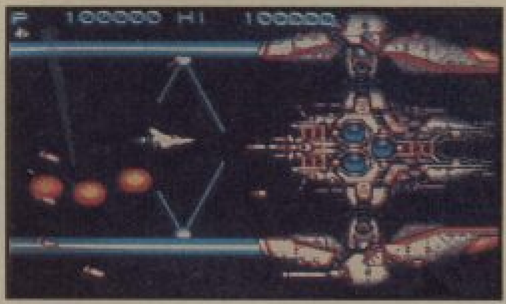
SEE SEGA

Virgin Games (who used to be Virgin/Mastertronic), and Sega were a very strong force at the show, showing off the Megadrive, which has finally been officially released in this country. The first batch of Megadrive games were also on display, as well as loads of new Master System goodies. On the computer front, the 16 bit versions of Golden Axe were on display (looking pretty dashed sexy too), as well as versions of the soon-to-be-released Judge Dredd, and the superlative Super Off-Road Racer.

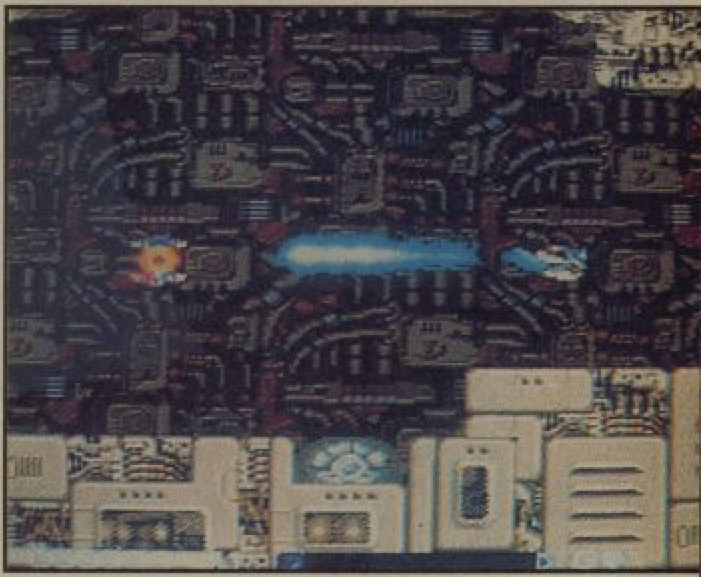
SUPER FAMICOM FROLICS

Mirrorsoft have managed to grab the licence to write and publish software for Nintendo's eagerly-awaited Super Famicom, and their wacky puzzle game Bombuzal is to be one of the





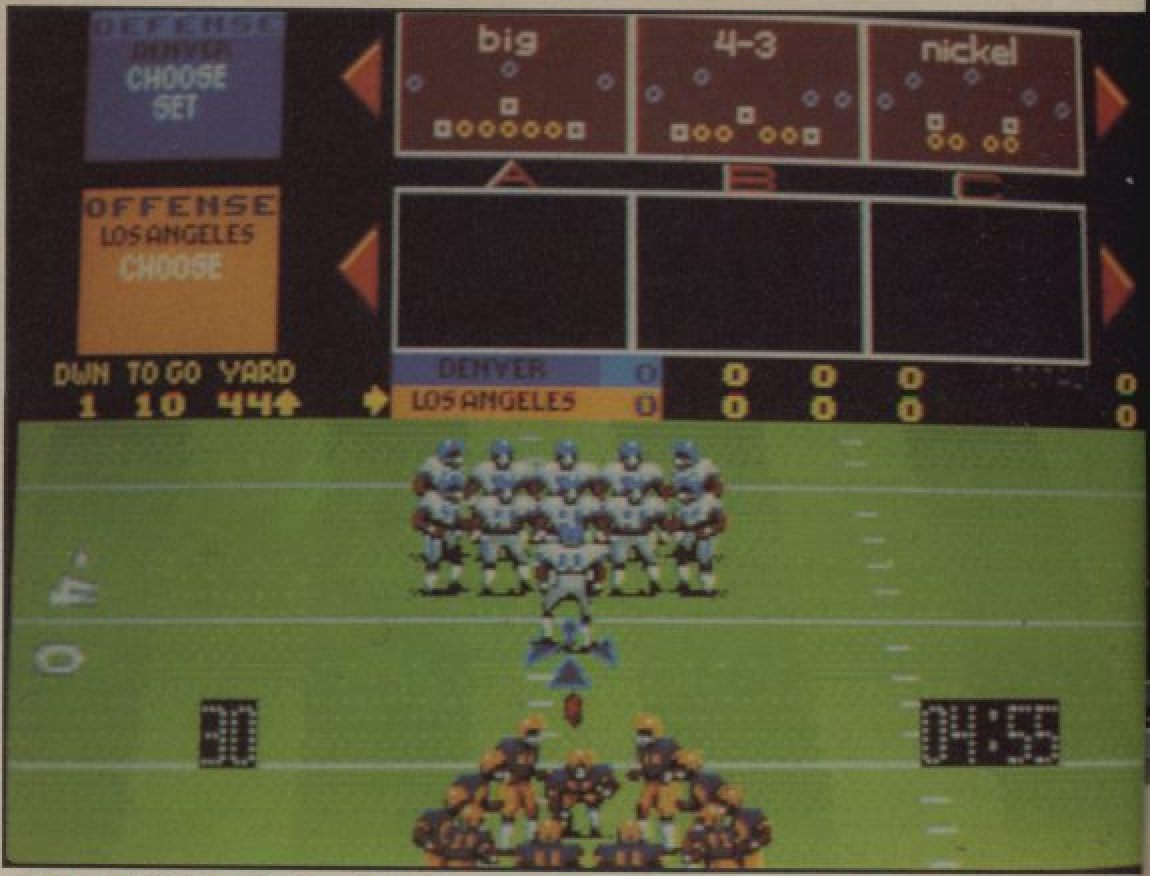




first batch of games to be launched in Japan on October 21st.

On October 22nd, the first imported machines will doubtless be on sale in the UK. In Japan the machine is to sell for around £120, but only time will tell what kind of markup the importers will impose on the machines they sell. However, having seen preview pics of stuff like Strider (looks amazing), R-Type II (looks even more amazing!) and Super Mario 4 (gibber!), it definitely looks like a machine that will be giving the Megadrive and PC Engine a run for their money.

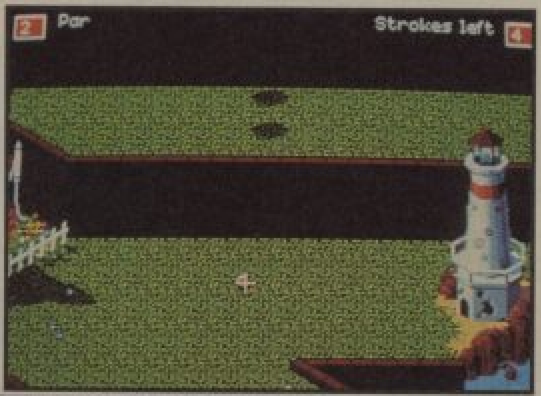
NEWS

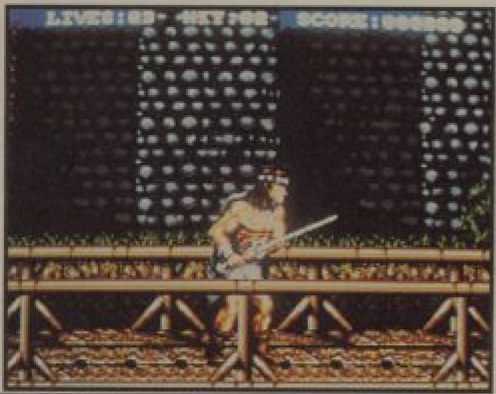


ELECTRONIC ARTS STARTS ON CARTS

Now that the Megadrive has officially "hit the streets", Electronic Arts are wasting no time in bunging out their new line in official Sega carts, all of which are conversions of Amiga products. Coming up before Christmas are Populous (infamous God game), Budokan (very detailed martial arts sim), Zany Golf (terrific game of Crazy Golf, with lots of bizarre hazards), Sword of Sodan (handsome fantasy beat 'em up), Battle Squadron (weapons-ahoy space blast) and best of all, John Madden's Mud and Guts Football, a terrific American Football sim with the best 3D graphics ever to grace such a game! Watch out for reviews of all these in the next couple of issues.







A NEW KIND OF MAGIK

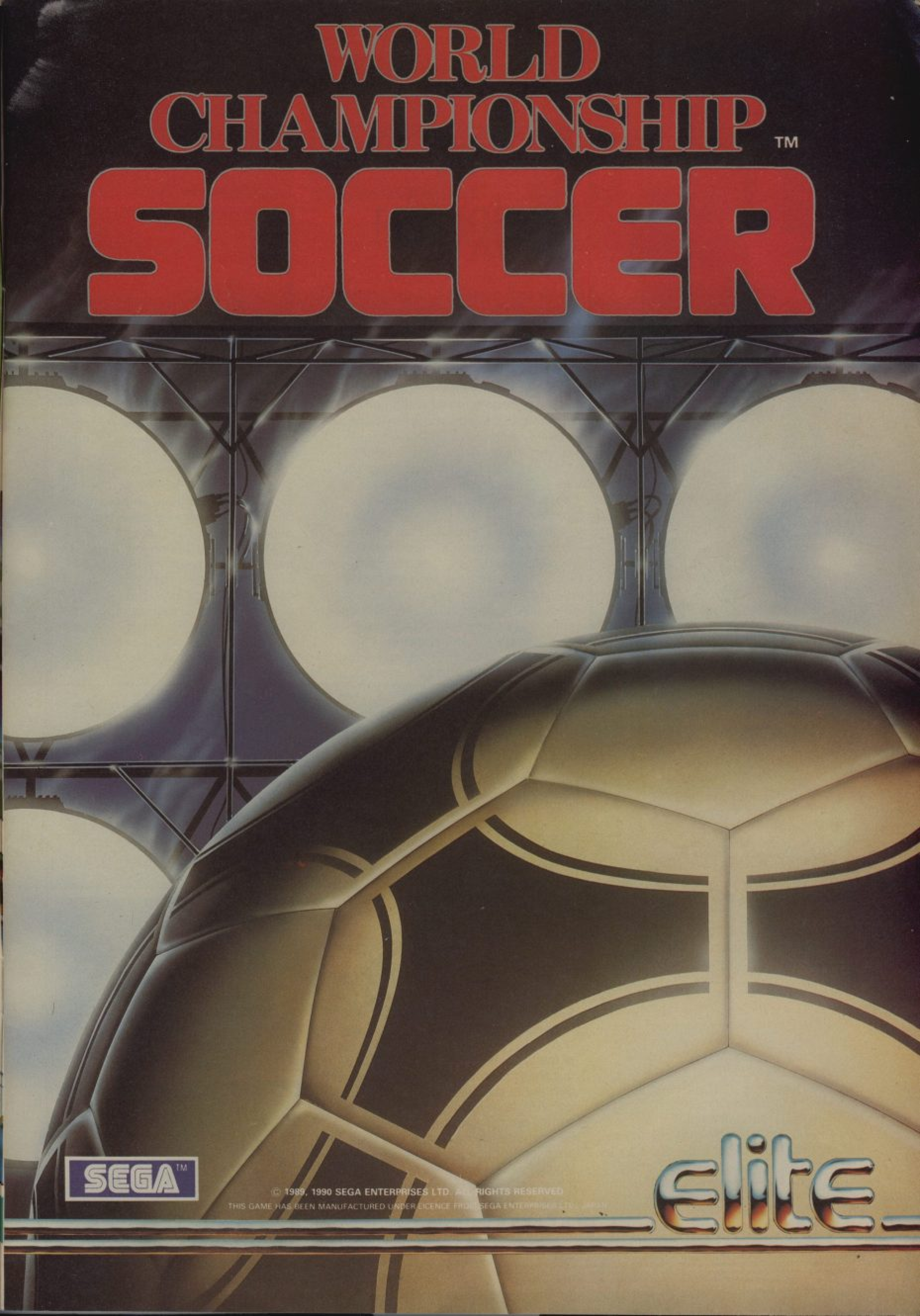
Tecmagik are a new force in the software industry, and they certainly aren't hanging about! They've already signed up with Sega to release three titles for the Master System - the brill Pac-Mania, Shadow of the Beast (ooh!), and the mega God-sim, Populous!! Quite how Tecmagik intend to cram all of this fantastic loveliness into the SMS is yet to be seen, but according to their PR person, Nikki Hemming, all three should be out some time next year, and "should be nothing short of amazing". We reserve judgement on that, but all the same, it should be rather interesting, eh?

STAVVY'S BACK IN TOWN

Remember Stavros Fasoulas? The C64 wiz behind such classics as Delta, Sanxion and Quedex? Well, after his stint with the Finnish Army (doing his National Service), a period of body building training, and writing a science fiction novel, he's back on the programming scene, and is now in the middle of writing a brand-new shoot 'em up for the Amiga! He's not giving any details away at the moment, but you can bet your bottom dollar that it's bound to be nothing short of amazing. As soon as we have any more info on it, you'll be the first to know.

OCEAN GET THE 8 BIT HINT

After reading our review of the superb Plotting (which received a whopping 94% in issue 106), those lovely people at Ocean took the hint, and are now re-leasing versions for the Spectrum and C64! Due to be released any day now, Plotting should be £9.99 for both machines, so keep your eyes on the Updates section for a review. That's C+VG for you - a force to be reckoned with!


WORLD
CHAMPIONSHIP ™
SOCCER
SEGA ™
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elite

NEWS







THIRD LAST NINJA

After the phenomenal success of Last Ninja and Last Ninja II on the 8 bit computers, System 3 are now about to unleash Ninja Remix and Last Ninja III. Ninja Remix is aimed at the new generation of C64 owners, and although the actual game is exactly the same as Last Ninja II, the music on all seven levels has been remixed and an enhanced status area and an "exciting film-like animated intro" have been added. Remix will be available for the C64, Spectrum and Amstrad real soon, for £9.99 cassette and £14.99 disk so keep reading the Updates section for a review.

Meanwhile, Ninja III is set in Tibet, where five shoguns are terrorising the population with their mystic powers. Once again, it's up to Mr Ninja to sort the problem out in his usual puzzle-solving, butt-kicking fashion. This latest instalment has been put together by Robin Levy who was one of the team behind Thalamus' scintillating shoot 'em up, Armalyte, and his superb graphics make Ninja III look something really special as you can see from the screenshot.

However, there's always a price to be paid for quality and Ninja III will be appearing on cartridge only (so it will be compatible with the new Commodore C64GS console) priced at £24.99! This means no long-winded multiloads, and much to System 3 boss, Mark Cale's, satisfaction, a decreased risk of piracy. Other companies seem to concur with this strategy, one example being Ocean, whose Commodore version of Special Criminal Investigations will also be cartridge only!

NO MORE MEAN MACHINES?

The more observant among you may have noticed that the Mean Machines section no longer appears on the Contents pages. The reason for this is twofold - firstly, we're integrating the console reviews into the rest of the mag, so the number of console reviews isn't restricted to a few pages in the back of the mag any more - so that means more consoles coverage.

And secondly, we are proud to announce the arrival of the definitive console mag - Mean Machines. Yep, at last, console owners are going to have a mag all of their own! Featuring all the latest in the console world, Mean Machines will cost £1.75 and should already be gracing the newsstands as you read this. Don't miss it, console fans!

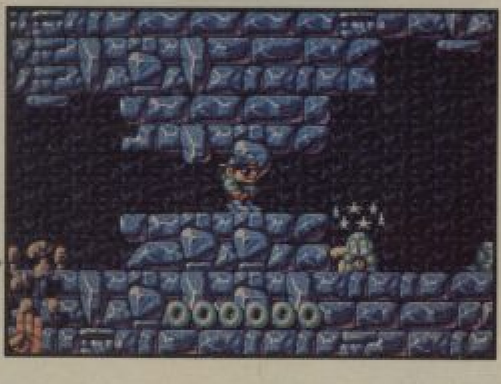
WHERE'S THE SPECIAL TURTLE STICKER?

As you may have read in the Mega-Book 90 attached to the cover of last month's C+VG, the competition to win a Teenage Mutant Hero Turtle coin-op involved sticking two special Turtle stickers on to the entry form which will be printed in the December issue. The sticker in question was in fact the number four (four turtles, see?) on the sticker sheet, so cut it, and the one from this issue, out, and keep both stickers safe until next month. For those of you that were daft enough to throw the backing sheet away, pound your head against the nearest wall several times, and say "I must not throw anything away that C+VG are kind enough to give me".

BITMAP BROTHERS TURN RENEGADE

Instead of just producing great games and letting other companies take a cut of the cash, the Bitmap Brothers (producers of Xenon II and Cadaver) have decided to start publishing their own titles under a new label, Renegade. Two games are currently under production for release early next year, and they are a jolly arcade adventure entitled Magic Pockets and a hack-and-slay extravaganza going by the name of Gods.







Experience the thrills and spills of high speed racing from the four greatest driving games ever!
WHEELS OF FIRE
THE ULTIMATE DRIVING COMPILATION
TURBO OUT RUN
CHASE H.Q.
Hard Drivin'
POWER DRIFT
Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.
"An outstanding conversion which shouldn't be missed" C&VG
Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.
"Absolutely incredible. The best driving game ever. Superb" Sinclair User
Take your life in your hands to race both speed and stunt tracks. Jump the bridge and attempt the incredible loop the loop, all in fabulous solid 3D – it's the ultimate driving simulation.
"...contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers" C&VG
It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!
"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." C&VG
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COMPUTER SHOPPERAMA

WIN A TROLLEY FULL OF GAMES!!



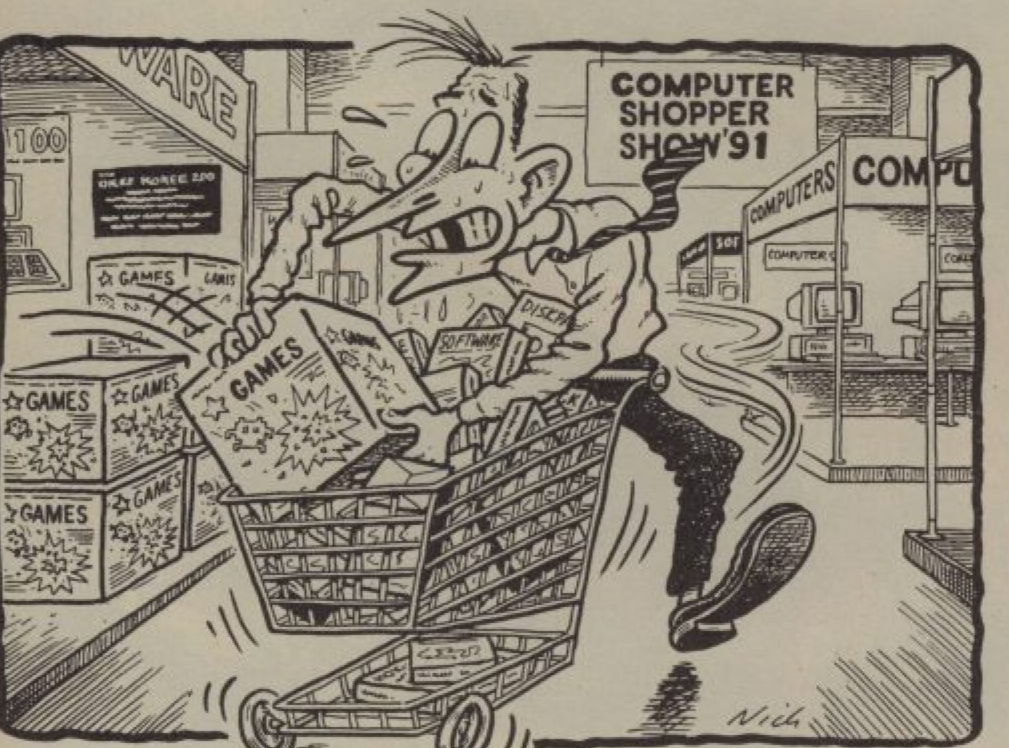
Hey! You! Yes, you, sitting there, reading this mag! Do you know what's going on between December 6-9, at the Wembley Conference Centre? The Computer Shopper Show 90, that's what! Over 200 companies will be there (gasp!), including Ocean, Sega, Nintendo and Atari (in the shape of their software arm, ARC)! To celebrate this, C+VG, Computer Shopper, Andromeda Software, Anco, ARC, Sega, Nintendo and Ocean have teamed up to bring you the most AMAZING megacompo!

What's the prize? Well, the winner will be provided with a supermarket trolley, and given two minutes to dash around the contributing exhibitors' stands in the entertainment hall, grabbing all sorts of goodies on the way! Just think - a trolley piled high with a Sega Master System, a Nintendo and loads of lovely games! And all for FREE!

Right, you can peel yourself off the ceiling now, and listen up, 'cos here's how to enter. On this page are two cartoons depicting the moments of frantic amusement the winner will experience at the show. But before anyone starts accusing us of printing the same picture twice or something (as if that could ever happen!), have a closer look because lovely art person, Andrea, has made ten fiendishly subtle changes to the pic on the bottom. Scrutinise the fixed pics, and then "ring the changes" on the bottom one, cut it out (or photocopy it, then cut it out) and send it to:

THE COMPUTER SHOPPER FREE-FOR-ALL, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Get your entries in by 15th November, as that's when we'll be pulling the winning entry and those of the three runners-up get who each get a free pair of tickets to the show!



I've "spotted the difference" so here's my name and address!

NAME..

ADDRESS.......................................

....

....

TEL...



DRAGO
BREE

C+VG HIT!

▼ I've heard of dragon breath, but this?



BY ACTIVISION

Irem, the creators of that classic shoot 'em up, R-Type, took a quick butcher's at their fabbo creation and thought, "Wait up! What if we took out the R9 and put a huge dragon in its place?" Dragon Breed was the result (although I'm not too sure where the "Breed" comes into it).

The scenario concerns the young king and all-out hero, Kayus. He's pretty miffed at having his kingdom stomped on by the forces of darkness and so decides to do something about it. Thus, in a fit of terrifying rage he takes to the skies astride the mighty Dragon of Light - Bahamoot (!?).

The problem is, the forces of darkness suspected something large and destructive was about to be launched their way, and so decided to send a photon-laden welcoming committee. What they didn't know was that the dragon itself is invulnerable to any kind of attack. Having said that, one hit to the rider means instant disaster and life-losing doom. It's a good thing that Kayus has total control of his dragon, as he can control the tail as a kind of shield. Also, any aliens that career into the dragon's tail meet with instant annihilation.

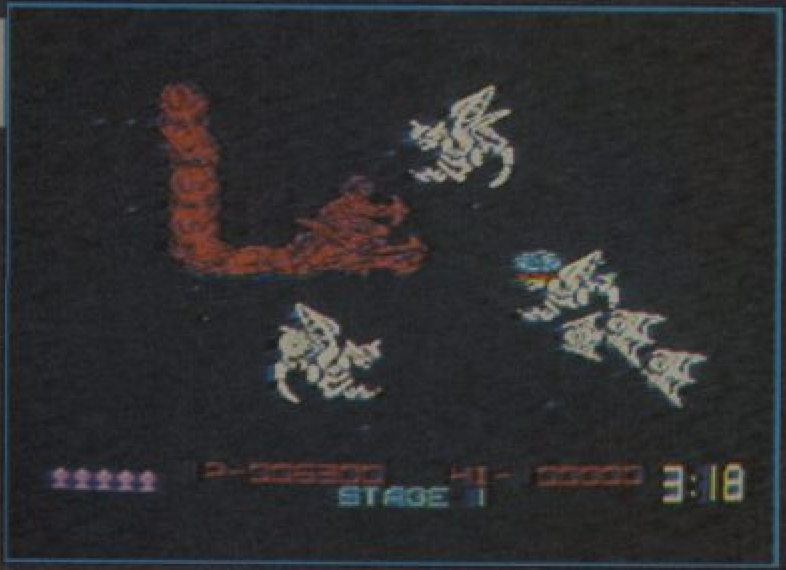
Kayus sometimes likes to do his blasting solo, so if any land is found, he can jump down to terra firma, perhaps picking up some useful

▼ BOOM! Another end-level nasty cops it!

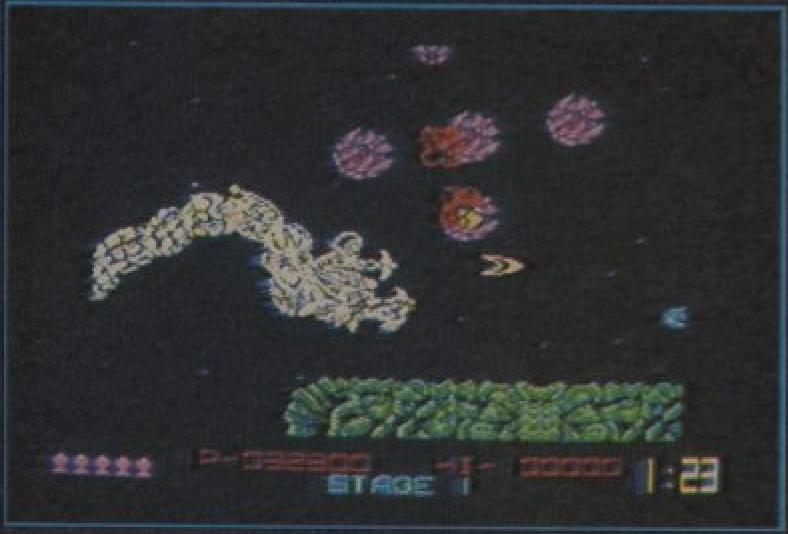


▼ Curl up tight to guard Kayus.





▲ *Alien blasting - Speccy style!*



▲ *Oops! Mind your head!*





power-up while wreaking some ground-based havoc.

Various power-ups can be collected and bolted on to the dragon's armour, enabling Kayus and old death-breath to get their hands (and claws) on the latest tools of destruction, including the likes of homing missiles and extra alien-frying laser bolts. The dragon also has an R-Type-style beam weapon at his disposal, enabling one long press of the joystick fire button to be turned into a blazing laser trail, destroying everything alien-looking in its path.

The forces of darkness at this point may sound totally outgunned, but they have a rather nasty trick up their alien sleeves. At the end of each level, Kayus and his dragon mate have to face a very large (sometimes over a couple of screens) end-of-level guardian, and only by destroying these bastions of terror will Kayus be able to continue his trail of destruction...

UPDATE

Expect an Amstrad version to hit the streets, which should hopefully be a graphically enhanced version of the brill Speccy game, priced at £9.99.

C64
£9.99

Oops! Some flickery sprites make this a bit weak graphically, but fortunately the playability remains intact.

OVERALL 79%

SPECTRUM
£9.99

One of the best Speccy shoot 'em ups you'll find, with liberal dollops of colour and spanking good playability.

OVERALL 89%

ST
£24.95

Slower than the Amiga version, but Dragon Breed on the ST still packs a powerful punch in the shoot 'em up stakes.

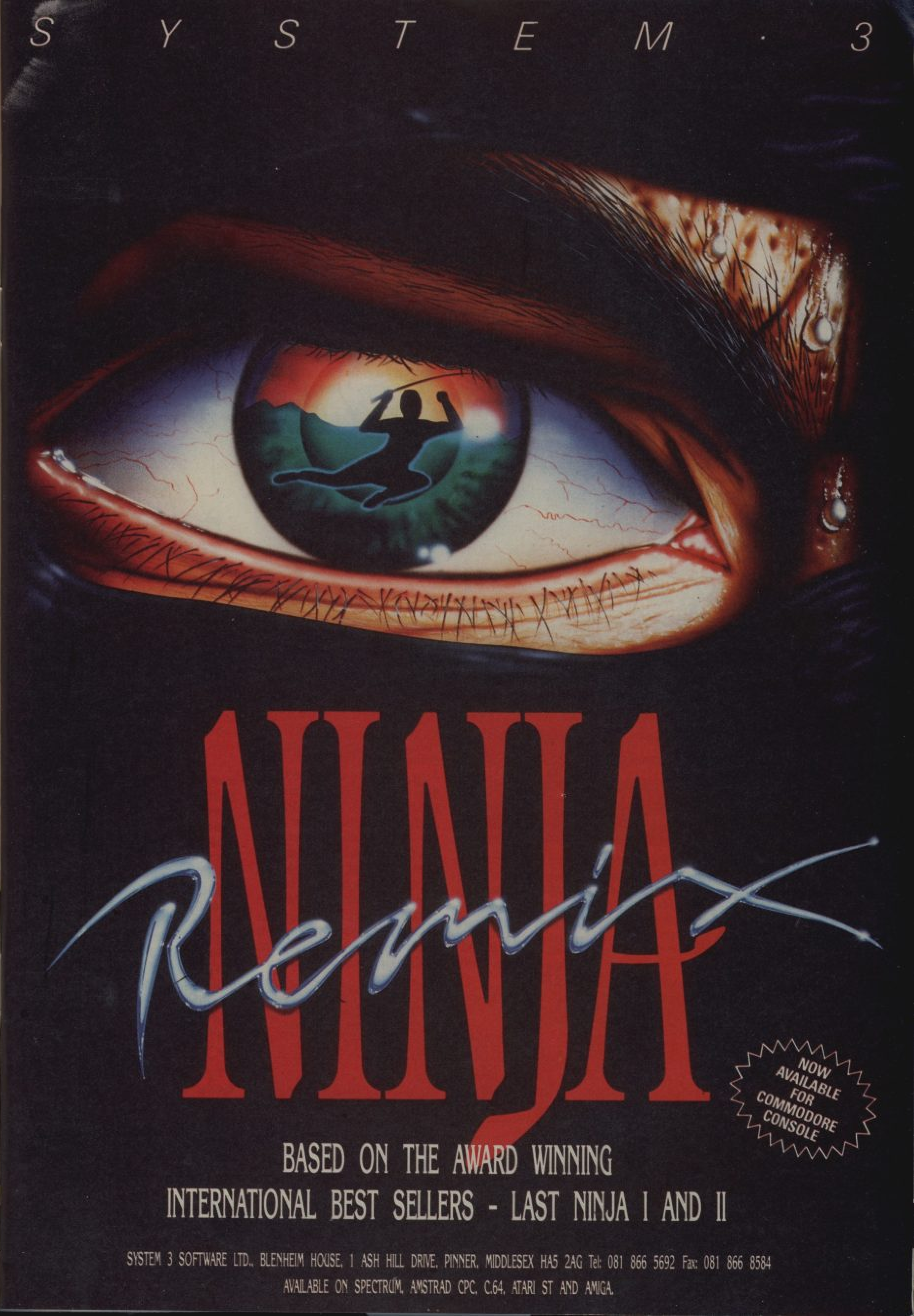
OVERALL 90%

AMIGA
£24.99

Okay, I admit it - I never actually got to play the arcade original, but if this conversion's anything to go by, then it looks like another trip to the arcades is on the cards! It's the inclusion of the dragon as well as the rider that adds a whole new level of playability to the tired horizontally scrolling shoot 'em up genre. The ability to zap aliens with one swing of the dragon's tail, or coil it around your rider for temporary invulnerability adds an element of novelty to the gameplay and it'll take ages just to master the control method, let alone blow away the magnificent end-of-level guardians! The graphics are totally terrific, as are the smooth-scrolling backdrops (with perfect parallax, yet!). The programmers at Arc (of Forgotten Worlds fame) have also worked wonders in keeping this conversion so faithful to the original, so take my advice Amiga shoot 'em up fans, and buy this quick!

RICHARD LEADBETTER

GRAPHICS	93%
SOUND	86%
VALUE	89%
PLAYABILITY	92%
OVERALL	90%


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Blimey! Have I been busy this month or what? I mean, there I am, slogging my guts out for you C+VG readers, and then they drag me into doing the letters page for that new Mean Machines mag! If you want to overburden me even further, you might as well write to me at YOB'S MAIL-BAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If I'm feeling nice and you're letter isn't just 1,001 questions about UK Megadrive compatibility then I might even send you a software prize. Generous to a fault, that's me.

THE PEGASUS DECISION

Dear YOB,
I have got a choice of buying a Sega Master System, a Nintendo, or a Pegasus so what do you recommend? And if I add a Sega Megadrive to the list then what would you say? I think that such a cool computer wizard can answer these simple questions.
Mishaal Haddad, Abu Dhabi.
YOB: Well, Mishaal, when it comes to a choice between a Sega, Nintendo or a Pegasus, I choose the mythical flying horse every time, firstly because you get much better fuel consumption out of it, and secondly, the thrifty gardener gets something to put on his rhubarb at the end of the day.

A RIGHT LOAD OF WARLOCKS

Yo YOB!
So howz life dude? Anyway, herez the Warlock of TMM here wiv some wordz about da' 64!
64 is not dead but pretty much alive and kickin' the butt of the (L)Amiga. Loads of ex-pirates are doin' games under labels like: 3D, Amok, Digital Marketing soons.
There are loads of dix-magz like Sea 'n' Slime, Mamba and even my own Kal-Ko (which is Swedish for naked cow (don't ask! It's personal!) (I can imagine - YOB).
Most pirates are goin' legal (such az me) but doin' demos! I've seen so cool demoz that it's like lookin' at a (L)Amiga demo!
Rapidly, software houses are seizing their chance and gettin' ex-pirates and demo crews to do games for them, and who else is better?
Also, herez an advanced notice. In the 64 Hall of Fame are people like Jeff Minter, Andy Braybrook, Martin Walker. If these are the best, well (ha ha) look out for me at the next show and you'll see why I'm one of the best around (providing I can get access to a 64 or a VCR).
Anyway, here's my point in brief:
1. The 64 is not dead by a long shot.
2. There are "new wave" programmers about (some do code and grafix - I do the whole lot!)
3. Software houses are getting rid of the old programmers (bye Sensible Software (sorry!)) and getting better games!
4. Pirates are getting bored so they're doin' their own games!
So print this letter 'coz the 64 is still going strong and everyone should know it!
Thanx and later on Dude,
Warlock Arkihinos Ratazmus of the MOSH Masters, Herts
YOB: Of course the C64 isn't dead! But I just hope the entire user base isn't made up of prats who continually replace the letter "s" with "z", say "thanx" and call themselves Warlock Arkihinos Ratazmus. Why can't you have a sensible name, like I do for goodness sake?

C+VG COVER-UP

Dear YOB,
I thought I'd state my opinion on "Complaining Colin". I disagreed with the things that he said about C+VG, but one thing I don't like (Colin didn't mention it) is that the covers

keep coming off. No matter how careful I am I end up with a coverless C+VG. I think they should be reinforced.
Eddie C Sommers, London.
YOB: Maybe it's just you Eddie, 'cos our office copies get some fairly rough treatment and the covers never come off them. But in future we'll print one issue of the mag with the cover chained on just for you. Unfortunately our distribution company can't guarantee that it'll get to your newsagent so you'll just have to hunt around the country for it.

FRANK BLAMES JAMES GAMES

Dear YOB,
I would like to raise a point about the James Bond games that have been released over the past few years - they are all totally crap!!! Domark have given James Bond a bad name! I'm not saying Domark are no good, because they have made some pretty brilliant games. Yet when it comes to 007 adventures like Licence to Kill and Live and Let Die, they're bloody terrible.
How can a totally terrific movie be the complete opposite of the game?!? Software houses, hear my word! Get the rights and start writing up classic Bond games!!! Have all the parts of a real Bond movie as in the sampled 007 theme music and the classic gun barrel scene with Timothy Dalton (Moore and Connery were better, though) walking and firing and blood comes all over the screen at the start of every film (remember A View to a Kill on the C64?). Could you imagine how hot that starting sequence would look on the Amiga?
Well what do you think guys? All I ask of you is to print this out in your totally hot mag. I don't care about any prize, all I want to do is get the message across to the software houses...
PS I've seen Sly Spy: Secret Agent, so how about it, Ocean? Get writing a Cubby Broccoli movie!
Frank Sorgiovanni, Perth, Australia
YOB: Aha! Well, funny you should mention this Frank, because Domark's latest Bond game, The Spy Who Loved Me, (which is reviewed on page 98) is the best of the lot, with lots of playability and Bond-type car chases and destruction. You'll be pleased to hear it even has the view-down-the-gun-barrel opening sequence, so if you're that big a Bond fan you'd best get hold of it as soon as hits those Aussie shelves!

NO PUBLICITY

Dear YOB,
I was wondering, could you place a photograph of yourself in C+VG as I am sure many "cool dudes" who read the Mailbag wonder what you look like.
Justin Carter (cool dude), Harlow, Essex.
PS: What's your second birthday, YOB?

YOB: My second birthday was the day on which I had been alive for exactly two years. As for pictures, sorry, but I only give those out to very close relatives, and if I started having my face printed at the top of the page, the Mailbag section would instantly become the most popular part of the mag, and they would want me to write even more than I do now.

SHADOWS WORRIER

Dear YOB,
I don't mean to offend but Tony Meeham was the drummer with the Shadows originally. Now that trivial point is out of the way, down to my one and only question.
Is there a steering wheel or something similar that can plug into the Amiga's mouse port because controlling games like Hard Drivin' and the like is quite hard using a mouse or trackball. Also, can I use the steering wheel for the Sega Master System in my Amiga's joystick port for games which use a joystick normally?
If you don't answer this question, then I may be forced to write to a mag like ACE or Zero in which case I'd have to buy their mag instead of C+VG, which I wouldn't want to do.
Gavin Bardon, West Yorkshire.
YOB: Phew! Threats! The Master System Yoke does work on the Amiga but although it's the cheapest unit of its type I wouldn't call it a brilliant piece of game control technology and it's only worth getting if you're really nuts about driving and flying games.

TONY HART FASHION STATEMENT

Dear YOB,
I own a Sega Master System which is completely crap (nearly as bad as Tony Hart's rancid clothes) compared to the Megadrive which I am getting very soon. So could you ask me these questions on the official Megadrive:
1. Which high street shops will I be able to buy it from?
2. In the first advert, there were photographs of just six games. Are these the only ones available for it at the moment?
3. How long will it be before games like Super Monaco GP and Batman come out for it?
Thanks for answering the questions...
Ryan, Manchester.

YOB: Thanks for your letter, Ryan, I've passed your letter on to Tony Hart's tailor, and he should be knocking on your door pretty soon. With an axe.

CAUGHT WITH OUR PANTS UP

Dear YOB,
The game's up! I've discovered your secret, the reason why C+VG reviewers have been caught reviewing in ACE magazine. The answer is that C+VG is ACE magazine!
Stop! There's no denying it - if you do, then answer me this: Why is ACE magazine's address exactly the same as C+VG's? And if you don't print this letter I'll know you're just a weedy little coward who doesn't want the truth unveiled.

James Holt, Maiden Bradley, Wiltshire.
YOB: Unbelievable as it may sound to someone of your mental capacity, ACE's address is the same as C+VG's because they're both produced by the same publishing company. I hope there aren't any more at home like you.

COUNTRY DIARY OF AN AUSTRALIAN PSYCHO

Yo YOB,
This is a page out of my diary.
May 13th 1990 - today I go to my practise bombing and shooting range. I got one Ferrari, one soldier and five innocent bystanders.
May 14th 1990 - Today I decide to stay home and count my MK 34 hand guns, LAW rockets and my budget MK 2 nuclear warheads.
May 15th 1990 - I go and steal my friend an armoured car for his birthday.
May 16th 1990 - Stayed home and watched the awesome and totally tubular Teenage Mutant Ninja Turtles.
Also YOB is there any chance of a turles game for the IBM?
Kris Gullespic, Wangi, Australia
YOB: Don't ask me how I can tell, but I've a feeling that this isn't REALLY a page out of your diary,



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DOMARK





Kris. Trying to fool me, eh? Well, you have to get up pretty early in the morning to pull the wool over YOB's eyes. Unless you're my granny, 'cos she's always fitting me up for the jumpers she knits - about which the less said, the better I think.

GAME BOY GEEZER

Dear YOB,
By the time you print this letter (please, please, please do) I will be the proud owner of a Game Boy. I will be getting this Gameboy from my friend's Dad who is in Japan as they are are a lot cheaper over there. Anyway, the reason I'm writing to you is to get these questions about the Game Boy answered:
1. Now that the Game Boy has been officially released over here, will the games released over here be compatible with the Gameboy bought in Japan? If not, do I have to send off to Japan to get new games?
2. Do English mail order companies sell Japanese Gameboy compatible cartridges?
3. C+VG is brill, keep up the good work.
Thanks for answering my questions.
Steven Hargrave, Dorset.
PS: Have you heard about the light boy that lights up and magnifies the Game Boy? Hopefully I'm getting one.

YOB: Unlike the PC Engine and Megadrive, foreign Game Boys don't have to be converted to UK TV format and voltage, simply because they have their own screens and run off batteries, so there is nothing to stop a Japanese Game Boy working in the UK. This also means that there should be no compatibility problems between foreign machines and cartridges, apart from the fact that any games with lots of Japanese text will either be reprogrammed for the English-speaking market or not produced at all. Most importers sell Japanese carts, mainly because that's where the games come out first.

REPLAY RETARD

Dear Whoever,
I have recently bought the game Kick Off 2 for the Atari ST and I cannot work out how to get a replay. I have read through the instructions through and through and still don't understand. It says when I score a goal I should press R for a replay before the next kick off. But when I press the R button nothing happens except the crowd cheer louder. I have tried everything possible but nothing happens! So please send me some detailed instructions on how to do a replay!
Richard Davey, Shenfield, Brentwood.

YOB: Dear Richard, here are some instructions from C+VG's panel of ST Kick Off 2 experts.
1. Grasp the joystick firmly in your hands.
2. Use your skill to manoeuvre your players up to the opposing goal.
3. Press the fire button when in front of the goal.
4. If the ball goes into the net, go to point 6.
5. If you miss, try to regain possession of the ball and go back to point 2.
6. As your players run towards the centre of the pitch, leaping in jubilation at having just scored a goal, press the "R" key (that's on the keyboard).
7. Do not press the "U" key, as that will not do anything useful.
8. You should now be able to watch the replay.
Is that detailed enough? Actually, have you checked that the "R" key on your keyboard actually works? Well, just a thought...

TURTLES ARE TOPS!

Hiya YOB,
I'm Adam, I'm twelve and in three months I'll be the proud owner of a Nintendo Turtle Power Pack. I've been following the antics of Jaz, Robbie Swan and all you lot since December last year and I've enjoyed every minute of reading your reviews.
So, yesterday I went down to the newsagents to get my monthly copy of C+VG - but when I got there I realised that I already had it! As I was leaving I noticed sitting on the shelf in front of me, the Complete Guide to Consoles Volume 3.
I bought it and rushed home. I sat down, stuck my nose in and read! Mum reckoned there wouldn't be another peep out of me for hours - but when I turned to page 13 I was up like a shot - and then page 15 - oh wow! It was decided that I am to get the Nintendo Turtle Pack for Christmas - so could you answer a few questions;-
1. Is TMNT a two player game?



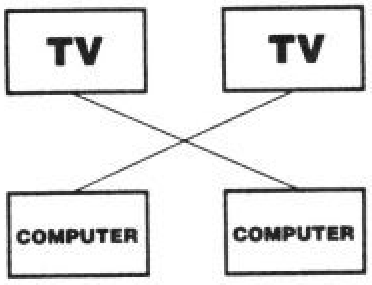
2. Are there any back issues of the Complete Guide to Consoles?
And could you recommend some games - I've already got my heart set on Megaman 2 and Double Dragon 2.
Thanks a lot guys, see ya!
Adam Dawson, Wrexham.
YOB: Unlike the arcade game (which it is completely unlike, actually), the Nintendo Turtles game is for one player only. We've still got some copies of Console Book One in the office, but issue two has been sold out for quite a while. If you want a copy of the first one, send a cheque or postal order for £3.45 (that's £2.95+50p post and packing) payable to Computer and Video Games to the address in the front of the mag, marking it "CONSOLE BOOK ONE ORDER". If you buy one of the current batch of Nintendo games you can't really go wrong, but my faves are Light Force, Cobra Triangle and the Super Mario games.

DULL TECHNICAL BIT

Dear YOB,
Firstly I would like to say that your magazine is great. I have been reading it for 3 years now as well as another Spectrum magazine (Sinclair User).
What I am actually writing to you is to find out if there is anybody who can help me with my +D interface and Star Gemini 160 printer. The problem is that it won't print double size when asked to by the +D. Instead it just prints a lot of garbage and the out-of-paper bell rings after each line of garbage.
If there is somebody who can help me, please can they write to my address as soon as possible.
How about a few competitions for us people overseas. We would appreciate it. Maybe your other overseas readers would agree.
Lastly, not all of us South Africans are like that character from Chloorkop (Michael Lattarulo) some of us are quite intelligent computer users (and not as rude as him).
Keep up with the great magazine!
Gavin Kite, PO Box 299, Warden, 9890, Republic of South Africa.
YOB: If anyone out there is boring enough to know about Gavin's +D interface, would you mind writing to him, 'cos I don't think I could cope with another of his letters. Sorry, Gav, but they wouldn't call me the YOB if I was nice to people.

POINTLESS TECHNICAL BIT

Dear Sir,
I was wondering if you would print this letter in Playmasters. Me and my friend Graham have discovered a simple link up. The link up is below.



Aaron Kennedy and Graham of Mains of Gallery.
YOB: Well, it certainly fulfills all the qualifications of being described as "simple", just like it's inventors. Come on lads, put old YOB out of his misery and let him know what useful purpose this is supposed to serve.

QUESTION TIME REVISITED

Dear YOB,
I don't want to be a crawly bumlick, so I'll just ask you these quezzys.
1. Do you think that the Sega conversion of Double Dragon is better than the Amiga one?
2. Can you get Double Dragon 2, Beast Busters, Final Fight or HATE for the Sega Master System?
Ryan Humphries, West Yorkshire.
YOB: Aaaagh! It's one of those question letters! I hate these question letters and the sender of the next one gets a punch in the face. Well, at least this one's not about Megadrives, so I suppose while I'm here I might as well tell you that none of those games are available for the Master System, and I think most things are better than the Amiga version of Double Dragon.

THE LAST STRAW

Dear YOB,
Would you please answer some questions about Megadrives...
Matthew Mak, Australia
YOB: Right that's it! I warned you! SMACK!



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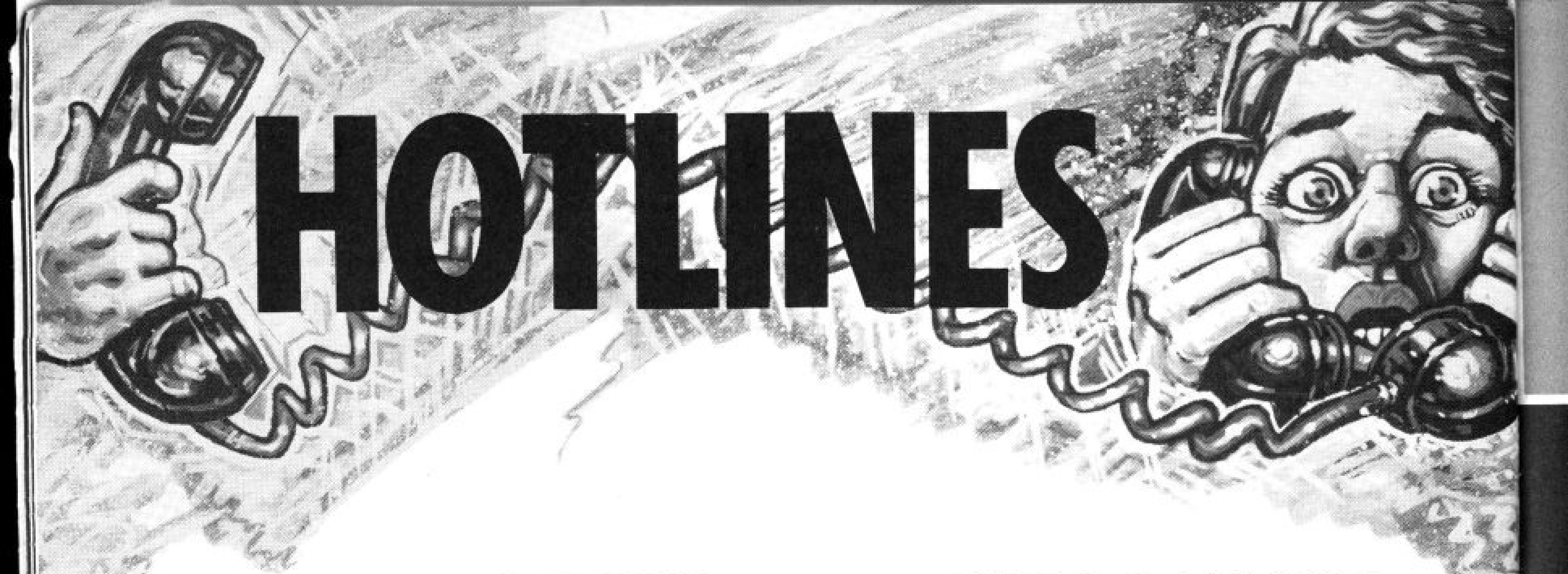
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HOTLINES



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Crikey flip, chief! Not yet another of those cool and trendy 16 bit wonders being given away by those mean, strutting dudes at C+VG! Well, less of the "mean", 'cos phoning up this line may make you walk away with a hundred and ninety quid's worth of topper Megadrive gear!

WIN A LYNX
0898 555 537

Not another groovy Atari Lynx being put "up for grabs" by those big spenders at C+VG? Yep, it sure is and it could be you sampling the delights of California Games, Gauntlet 3 and Blue Lightning! This pinnacle of handheld technology may end up winging its way to YOUR home, so dial now to avoid the rush!

WIN A GAMEBOY
0898 555 538

What a totally groovadelic prize! Only at C+VG do we give our readership the opportunity to walk away with a Gameboy every single month and this month's no exception. So as quickly as possible, grab that red-hot phone and dial those numbers. You may be the lucky one saying goodbye to those handheld blues!

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PLAYMASTERS





Well, here we are once again in with a fine selection of the greatest cheats, hints and tips in the cosmos, including three (gasp!) solutions to Damocles, players guides for F-29 Retaliator and Escape from the Planet of the Robot Monsters (phew!)! If you've got a map, hint, tip or POKE and want to get your name in print, and possibly win yourself a bumper bounty-bag of software, why delay? Send it in to PLAYMASTERS, C+VG, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



ALL FORMATS

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Paul Ashcroft - the tipster dude from Golborne, near Warrington, has come up trumps in providing the correct paths through the first few canal sections in this terrific game!

FIRST WAVE

First left, next right, straight up. Choose the middle route because it's easiest.

SECOND WAVE

Second right, straight up, choose the far right route.

THIRD WAVE

Straight away turn left, then up, first right, first left, straight up and choose the end one again.

Paul has also given us a pretty cunning cheat for the end of level guardians. Simply hold down fire until you're killed and then when you're reincarnated you'll be invincible - but only as you hold down fire!



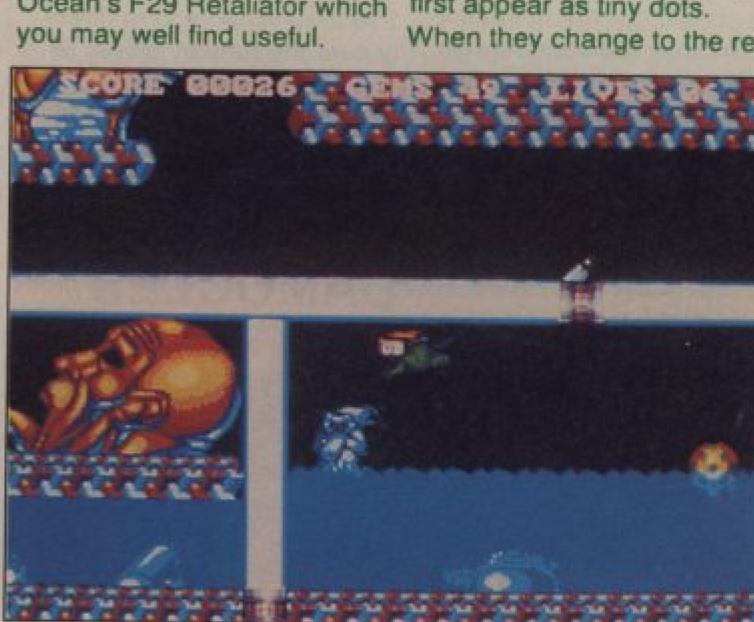
ST

FLOOD

Having trouble with EA's corking Bullfrog blast? The password MEEK will get you onto any level you want! Thanks to Mark Russell of Ipswich for that little wonder.

RETALIATOR

Are you master of the skies? Or are you still having problems telling your ASRAAMs from your MRASMs? Well, whatever your rank, Sam Collins has provided us with this invaluable player's guide to Ocean's F29 Retaliator which you may well find useful.



TAKING OFF

Change your MFD to systems so you can easily see your speed and thrust. You can immediately take off your brakes without moving. Increase your thrust to 80% and take off at 200mph. Retract your landing gear as soon as you leave the ground - leave it a moment too late and the wheels will be ripped off!

TANK BATTLES

Pack on board an external fuel tank, CSWs and mavericks. Fly in slow and low, lining up the tanks when they first appear as tiny dots. When they change to the real thing let loose with a CSW, which will effectively blanket bomb the entire area. Don't worry about hitting your own tanks because you can't!

SEA BATTLES

Take a fuel tank, MRASMs, CSWs, Mavericks or 8 ASRAAMS. Fly in at 200-300 feet in stealth mode. Wait



until you're really close then fire a MRASM at the ship's hull. If all's well, it should sink. If the mission involves planes use ASRAAMs. Enemy ships have red stars on the decks.

PLANE BATTLES.

Take 17 ASRAAMs on board, switch to stealth and fly in at 200 feet. Fly straight for a MIG which will appear as a flying dot. It should be tracked with the target designator. When it turns into a plane fire two ASRAAMs. This should get them, but if it doesn't they will suddenly go into Kamikaze mode and fly straight for you. Take evasive action!

BRIDGES, BUILDINGS AND OTHER GROUND TARGETS

Take a fuel tank, CSWs and some Mavericks. Fly in stealth mode to avoid the SAMs. Fly straight to the target and let rip. Easy!

MISSILES

Watch out for the warning, reduce your speed and go into a dive releasing chaff and flares. Dive and spin and you should be alright.

LANDING

Centre your aircraft on the middle of the runway and slow down to 140mph, then lower your flaps and landing gear. Reduce your altitude to 200 feet. When you're directly over the runway slowly reduce your height until you touch down. Reduce speed and put on the brakes and your mission is complete!



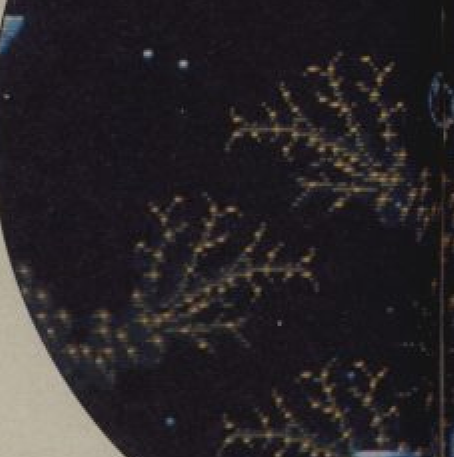
AMIGA DAMOCLES

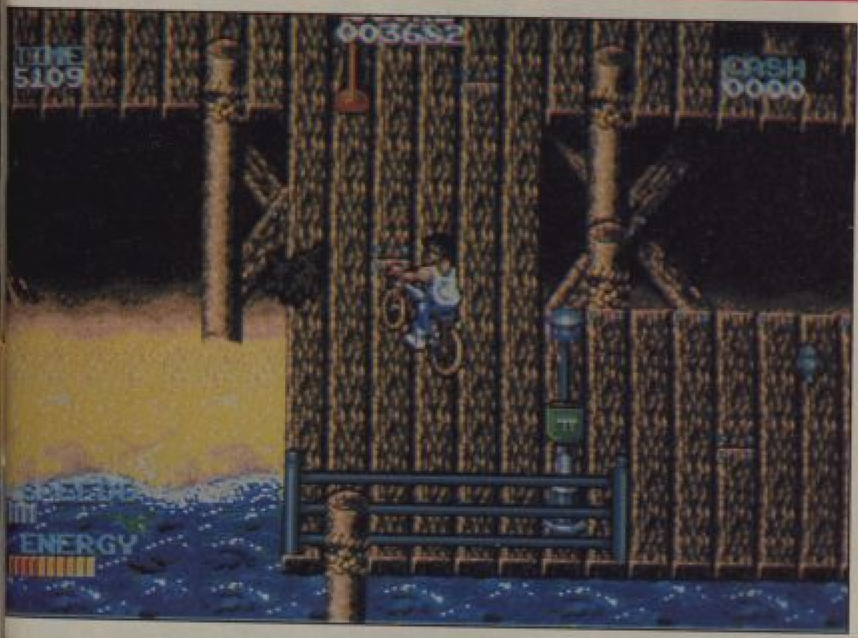
Lee Ellershaw has taken us up on our challenge of solving Novagen's 3D epic Damocles in a different way to the solution shown in issue 106, by coming up with three different solutions. Take it away, Lee!

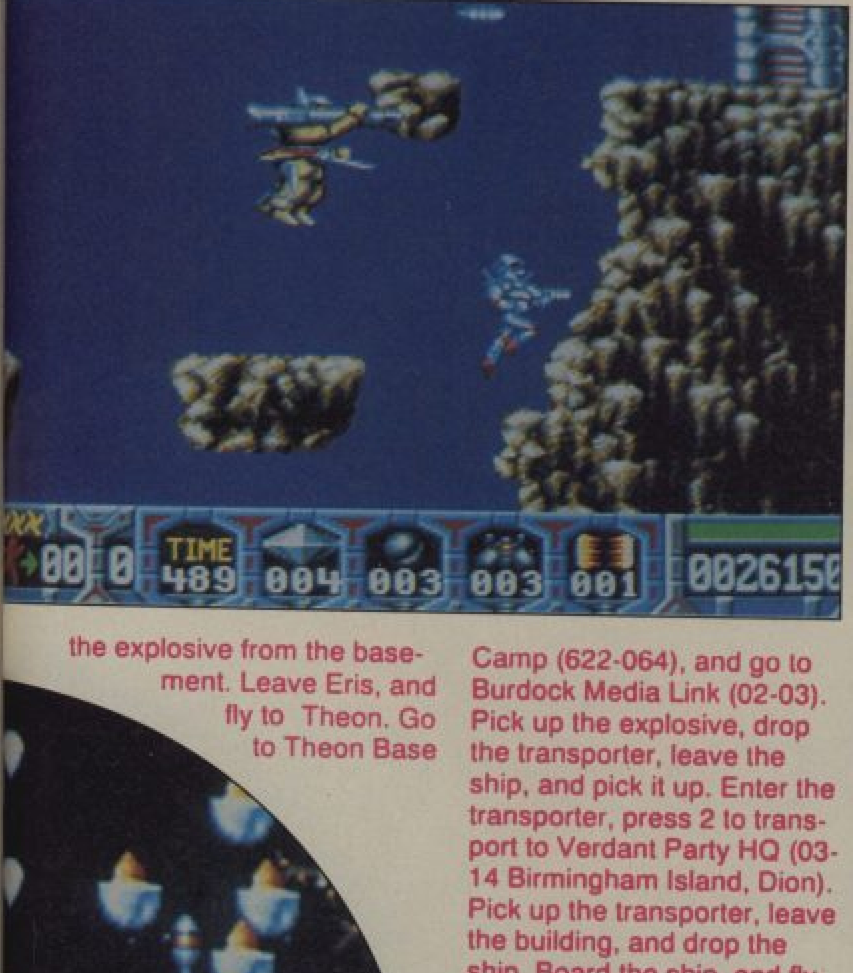
Firstly, go to 09-02 Capital City and collect the antigrav. Fly to 11-08, leave the ship and pick it up. Go to the basement, and enter the transporter (the side with no arrow!). Press 4 to travel to the Vesta Parliament. Go to floor 3, pick up the briefcase, and go back to the transporter. Press 1 to go to Hantzen Sales (06-02 Bare Island). Pick up the transporter and go to the basement. Pick up the detonator, leave the building, drop the ship and board it. Fly to Hantzen Lab (06-05), leave the ship, go to floor 3 and pick up the explosives. Go to the basement, pick up key B, and leave the building. Fly to Snow Island, and Hathaway's Wine Bar (06-04), and collect











the explosive from the basement. Leave Eris, and fly to Theon. Go to Theon Base



Camp (622-064), and go to Burdock Media Link (02-03). Pick up the explosive, drop the transporter, leave the ship, and pick it up. Enter the transporter, press 2 to transport to Verdant Party HQ (03-14 Birmingham Island, Dion). Pick up the transporter, leave the building, and drop the ship. Board the ship, and fly to Dion North, and to the windmill at 00-05. Leave the ship, pick up the explosives, and then pick up the ship. Drop the transporter, enter and press 0 to go to Hantzen's New House (07-01 Ur City, Gaea). Leave the house (that's what key B is needed for!), and drop the ship. Fly to Industrial Coop House 1 (01-02), go to the basement and pick up the explosive. Leave the building, and fly to Vulcan Island. Go to location 08-08, and pick up the explosives. Leave the planet, and fly to Damocles, where you should land. Fly backwards at the slowest speed, dropping all but one of the explosives along the way. Stop when this has been done, activate the detonator, and set power to 9 using the keypad. Set the timer so that you have enough timer to escape the explosion. Select the last explosive and press * on the keypad, thereby arming the explosive. Drop the explosive, and get the heck out of there - once again, it's goodbye Damocles!

Lee says that another way of completing the game is to divert the comet (which is far more profitable). Instead of landing on Damocles, instead land on the planet Icarus, and blow that up instead, either using the explosives, or the Novabomb as described in issue 106, so now all you would-be mercenaries can get right to it!

TURRICAN

James Cutler of Bishop's Stortford has sent in the cheat mode for Rainbow Art's finest hour. Type in BLUESMOBIL on the high score table for 99 lives! Cripes!

SKIDZ

Hold down the ALT key and press the fire button. While doing this press M to skip levels or C for infinite energy. So says Darren Hickey of Middlesex and who are we to doubt his word?

SHADOW OF THE BEAST 2

If you want to cheat and gain infinite energy, walk right until you come to the first man, where you press A and type TEN PINTS. Cheers to James (Wot? No surname?) from Glasgow.

SHADOW WARRIORS

Trevor of Birmingham reckons that just pressing HELP will get you through to the next level. Could come in handy!

SPECTRUM

TARGET RENEGADE

Paul Robinson (Not from Neighbours, hopefully) of New Cross, London, reckons you can get infinite lives by following this course of action. On the highscore table enter your name as PA. Now press delete twenty times. Now just press enter and all those lives will be yours!

GAUNTLET

A bit crumbly is this US Gold game and no mistake. Still, the word is that if you start the game and hold the full stop button down, you will be able to walk through walls. Andrew Gainey from Banbury sent us that priceless gem.

PC

XENON 2

"I have a totally wicked cheat for Xenon 2 on the PC," writes Justin Der Gregorian of Surrey. And here it is! All you have to do is wait for the game options to appear, move the highlight to the appropriate selection and press F7. Play the game as normal, but if you fancy being invincible, just press the I key! Unbelievable!

ULTIMA VI

We couldn't try this cheat but why not give it a whirl? First of all, talk to Iolo. Type SPAM (enter) three times and then HUMBUG (enter). Now you should be able to change all your stats and items!



Captive©



The quest for freedom!

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Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four droids ready to help bring about your escape..

..so begins your quest for freedom!

MINDSCAPE INTERNATIONAL



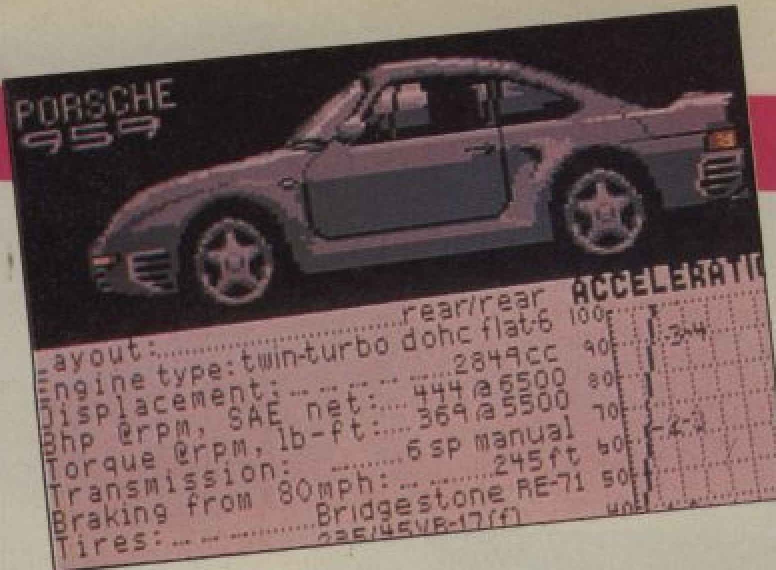


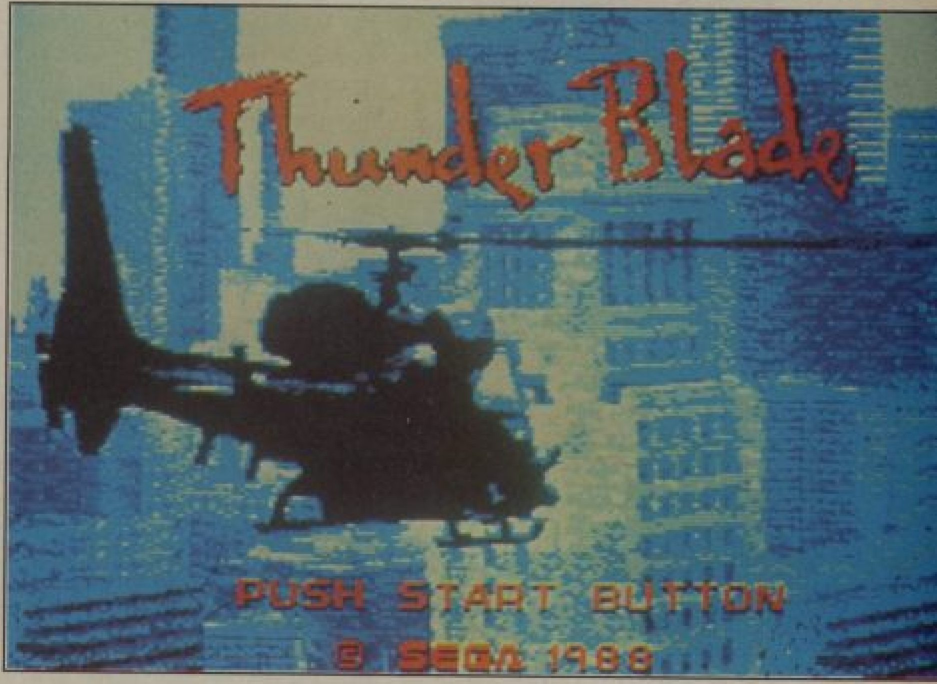


Actual screen shots

M I N D S C A P E

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. (044 486) 761





C64

PRO BOXING SIMULATOR

Dave Whiting from Bristol has provided us with this devious set of passwords for Code Masters' recent chart-topping effort.

Steady Eddie: PARTY
Dirty Larry: TALON
Fast Freddy: SWORD
Ronnie Razor: LUCKY
Deadly Dan: UNION

TEST DRIVE 2

That street burnin' dude - A Pritchard of Fareham - sent us a tip to complete courses incredibly quickly. Just press D whilst accelerating and watch what happens!

PHOBIA

A Pritchard strikes again! On the cassette version of the game, if you die don't rewind the tape! Just leave your deck playing and the next level should load in. If you know the counter readings you can even wind on to your desired level! Crikey!

SIM CITY

Press F1 at any time and your cash is reset to the tune of four thousand pounds! Thanks to Neil Foulkes of Birkenhead for that little tipette.

AMSTRAD

TREASURE ISLAND DIZZY

Steven Whitehead from Forest Hill, London, has seen fit to write in with this brill cheat mode for this Code Masters offering. Hold down the keys A, O, P and ENTER on the title screen. Keeping these keys held down start the game. When the game starts let go of the keys. Try some of these:

C - Makes Dizzy disappear.
Z - Move the screen to the left.
X - Move the screen to the right.
M - Move the screen up.
K - Move the screen down.
SPACE - Makes Dizzy reappear.

Speccy owners take note: This should work on your machine as well. Two cheats for the price of one!

IMPOSSIMOLE

Absolutely billions of you wrote in with this one. Pause the game and hold down the keys M, O, L, and E. Unpause the game for a full supply of energy! Spectrum moles shouldn't feel left out either - this cheat works on their game!

HUMAN KILLING MACHINE

When you start the game, hold down G and O (that's O - not zero). Pressing X takes you to the next level! Thanks to Jason Henry of Selleirk for that cheat.

SPACE HARRIER

Okay, so it's getting on a bit. Still, I bet you didn't know that pausing the game and pressing + will give you another life. Jason Henry from Scotland does it again!

SHADOW WARRIORS

Imran Khan (what? Not THE Imran Khan?) has sent in this pretty lethal means of killing the first end-of-level guardian! Just make him shove you into the pit and then jump in. When the game restarts the boss will have jumped down the hole and won't trouble you any longer!

SEGA

NINJA

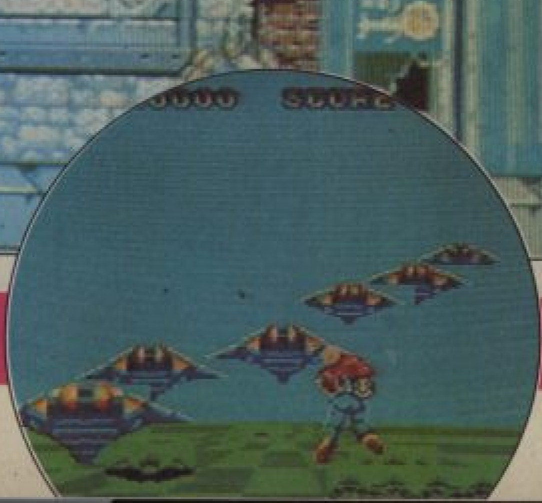
Alas, some naughty man has pinched our copy of Ninja, but I thought I'd pass on this information from Erik and Nils Wahlin from Sweden. By the way, you'll need an autofire unit or a Sega Commander joypad to make it work.

1. Turn on your autofire and put your ninja in a position where he's firing right at an obstacle (a tree for example).
2. Put something heavy on the firebutton (a set of Pioneer speakers for instance).
3. Do your homework or something for an hour or so.
4. Return to the game, and once you've cleared a stage, Nils and Erik reckon that, quote: "your eyes will probably pop out of your head"...

THUNDER BLADE

A pretty decent interpretation of the coin-op, and here's R Wall with a cheat to make you indestructable! Yes please, chief! When the title screen appears, simply, press up, down, left and then right then start the game with an invincible chopper (obligatory sniggers all round).





GANGSTER TOWN

Jody Hollands from Bromley has discovered a dead good cheat for this game. When you die and your hat is shot off, shoot it yourself and it'll turn around and it will land back on your head, enabling you to continue from where you left off!

MEGA DRIVE

SUPER MONACO GP

An incredibly decent road racer, and if you fancy a butcher's at the last leg of the World Championship, try this code, courtesy of veteran tipster Dave Moore of Southend. This'll place you three races from the end of the second season and even if you completely screw up the last few races, you're guaranteed to win! Cheers, Dave!

04C6 E1J0 I507 F000
001S B1D5 3627 B4CF
0Q89 EG00 0183 0002
0000 0000 D200 28DF

THUNDER FORCE 3

A totally brilliant game with a fantastic cheat to match! If you fancy kitting out your Thunderforce fighter with every single weapon available in the game then read on... Play the game as usual and pause the game whenever you feel like it. Now then, press UP ten times. After that, quickly press DOWN and then button B alternately and watch that weapons window fill up! But there's more! Unpause the game whilst pressing button A for equip yourself with some multiples. Even more destructive prowess, guv'nor! We've got George Nagata to thank for that particularly amazing cheat!

NINTENDO

MEGAMAN

James Considine from Victoria, Australia has sent in these fab tips for this terrific platform adventure. Take it away, James!

CUTMAN: He's the easiest of the end-of-level baddies. Just use your normal weapon on him!

BOMBMAN: Use the normal weapon on him as well.

GUTSMAN: Three hits with bombs will dispose of this character.

FIREMAN: Just stand in one spot and blast away with your normal weapon.

ELECMAN: Use Cutman's blades. Three hits should do the trick.

ICEMAN: Three hits with Elecman's tools should get the job done.

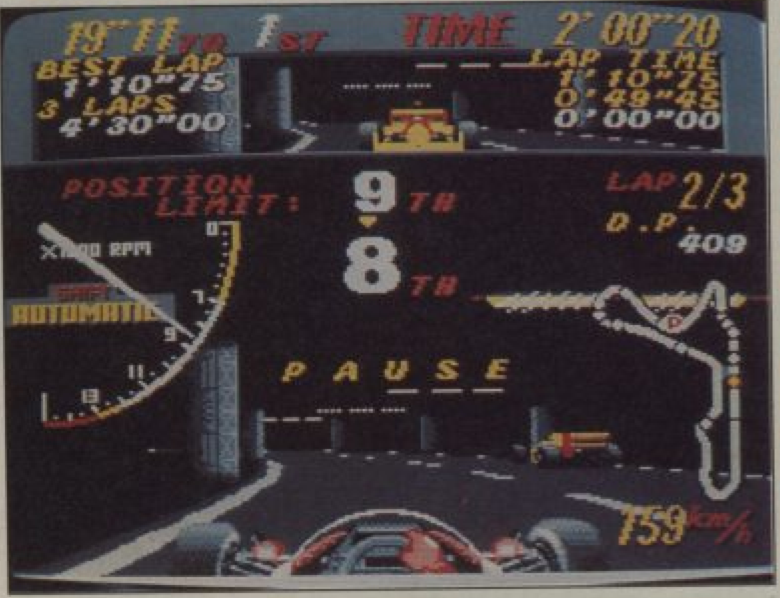
DR WILY: We're open to any suggestions...

Get the magnet beam in the Elecman level by using Gutsman's power. You'll see it behind some rocks. Just throw them out of the way and it's all yours.

The Clayman on Dr Wily's level is very tough at first. Work out it's pattern of forming and then you'll know when to jump. Use your Elecman weapon on its eyes.

When you come up against another Megaman on the Wily level, use your normal weapon to waste him.









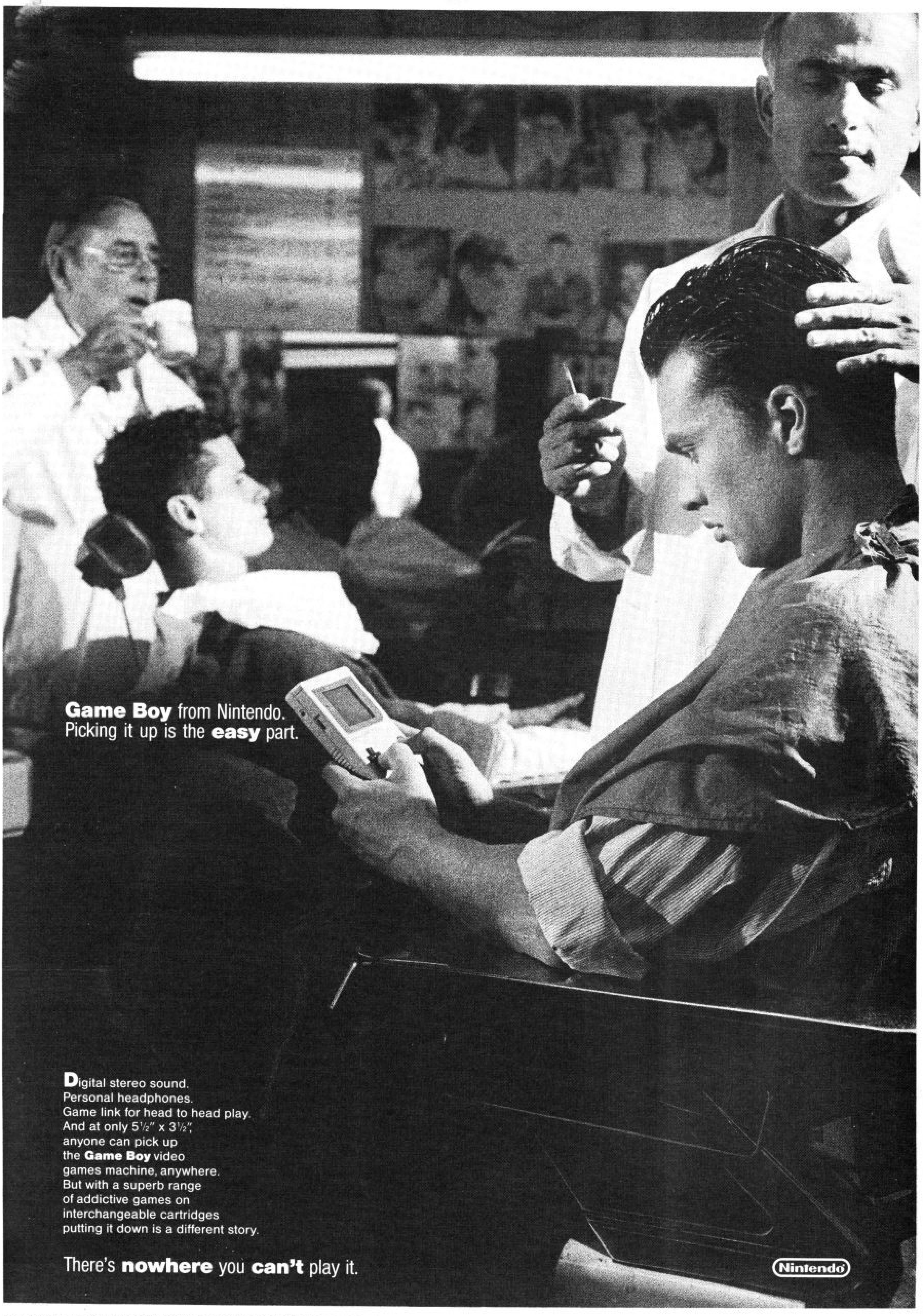
GAMEBOY

TEENAGE MUTANT NINJA TURTLES

If you're low on pause the game by pressing START and then press UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, B and then A. Your energy will now be full! And that's not all. On the second sewer section of level one, walk off the wall onto the footpath then into the sewer. Keep on walking. There will be a pipe above your head with Foot soldiers on it. You will come to a wall. Stand against this. The turtle will flash and a secret bonus stage will be unveiled... We've got John Dolaghan of Worthing to thank for those brilliant tips.

NEMESIS

Paul Bush from Teddington reckons that pausing the game and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A will give you huge guns for toasting meanies. Sounds like fun to us!


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HIGH SCORES

Welcome to the Official UK Highscores Table, the only place where the nation's highscorers can join the ranks of the champions. If you reckon your score can only be described as awesome then scrawl it down on a POSTCARD or sealed down envelope and send it to OFFICIAL UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will consider your entry, so get scoring - now!

SEGA

ACTION FIGHTER
9,900,995 Robert Wigston, Lanarkshire, Scotland
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALIEN SYNDROME
270,100 Daniel Curley, Manchester
ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,120,600 Peter Cousins, Chelmsford
CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 187,840 James May, Birchington, Kent
SURFING: 10.0 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,600,200 Robert Wigston, Lanarkshire, Scotland
217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex
DOUBLE DRAGON
1,026,660 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
225.0 Iain Gentry, Hillingdon, Middx
GHOST HOUSE
1,388,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
53 Colin Boyes, Austrailia
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
15,063,500 Mark Poliovdakis, Austrailia
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
667,100 Tim Gadler, Victoria, Austrailia
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
95,350 David Barnes, Sawston, Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
575,300 Christer Holm, Finland
R-TYPE
7,673,800 Scott McGrath, Swindon, Wilts
SAFARI HUNT
9,344,200 Sarabjit Singh, Peterborough
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,550,100 Mark Poliovdakis, Austrailia
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
999,999 Andrew Bowley, Leicester
WORLD SOCCER
41-0 Karl CLark, Cleveland
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
17,974,940 Bruno Welch, Stanmore
ALTERED BEAST
2,698,600 Paul Wheatley, Notts
BATMAN
462,800 C. Wolfenden, Manchester
COLUMNS
11,120,300 Julian Rignall, C+VG
DJ BOY
7,815,500 Peter Makinde, London
ESWAT
81,296,360 Phil Ventre, Stanmore
FINAL BLOW
3,100,400 Robert Golden, Lymington, Hants
FORGOTTEN WORLDS
1,845,200 Robert Golden, Lymington, Hants
GHOSTBUSTERS
T M Waldron, Peterborough
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
401.5 Gavin Walmsley, Harlow, Essex
NEW ZEALAND STORY
413,070 Dominic Smith, Thorpe Bay, Southend
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
27,079,700 Ralph L Woolford, Twickenham, Middlesex
SUPER HANG-ON
Beginner: 51,355,300 Barry Duffin, Retford, Notts
Junior: 45,729,220 Graham Shaw, Loughton, Essex
Senior: 48,394,800 Graham Shaw, Loughton, Essex
Expert: 80,821,640 Martin Westwood, Kingsteighton, S.Devon
SUPER MONACO GP
4,219 Richard Leadbetter, C+VG
SUPER SHINOBI
3,324,100 Daniel Curley, Manchester
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
4,300,000 Phil Ventre, Stanmore
ZOOM
209,530 Andrew Croft, Dewsbury, West Yorkshire

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
928,680 Matthew Raftery, Australia
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
303,400 Steffen Sletvold, Norway
GRADIUS
12,670,000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,237,700 Jonas, Sweden
OPERATION WOLF
1,046,650 Byron Chan, Singapore
PRO-AM RACING
333,778 Tim Gadler, Victoria, Australia
RUSH 'N' ATTACK
2,282,800 Steffen Sletvold, Norway
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
SUPER MARIO BROS 3
2,550,750 (completed) Hampus Ericstam, Stockholm, Sweden

GAMEBOY

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
2,679,600 James Overbury, Cheltenham
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DEVIL CRASH
51,196,800 Paul Glancey, C+VG
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
KLAX
906,200 Richard Leadbetter, C+VG
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
250,200 Wai-Sing Liu, London
ORDYNE
626,450 Bryan Servante, Stevenage, Herts
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
PC Kid
166,840 Christopher Maier, Hong Kong
POWERDRIFT
1,157,020 Matthew Birch, Langley, Herts
R-TYPE
973,300 Onn Lee, Nottingham
RASTAN 2
192,400 Nathan Russel, Ilford
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
300,800 Wai-Sing Liu, London
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
36,107,00 James Overbury, Cheltenham
SUPER STAR SOLDIER
3,865,400 Peter Greavett, West Sussex
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
18:30:13 Stuart Archer, S.Godstone, Surrey
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

HIGH SCORES

C64

ALTERED BEAST
360,300 Alexis Haddon, Austrailia
APB
87,460 Christer Holm, Finland
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
664,020 Adrian Shingler, Glossop, Derbyshire
BUBBLE BOBBLE
9,384,110 Simon Stapleton, County Cork, Northern Ireland
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
CASTLE MASTER
4,307,500 Stuart Mays, Langport, Somerset
DENARIS
489,980 Jon Kavanagh, Surrey
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
HAMMERFIST
20,294 Craig Hurst, Whetstone, Leicester
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,513,788 Simon Stapleton, County Cork, Northern Ireland.
NINJA WARRIORS
2,999,369 Alexis Haddon, Austrailia
OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Gloucs.
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
4,794,350 Jon Kavanagh, Surrey
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,938,300 Adrian Mylchreest, Barnsley, S.Yorks
SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S.Yorks.
SHADOW WARRIORS
370,300 Grant Gibson, Glasgow
SILKWORM
1,288,900 Christer Bjorkman, Finland
TURBO OUT RUN
16,900,160 Simon Stapleton, County Cork, Northern Ireland.
TURRICAN
1,536,870 Jim Janning, Belfast, County Antrim
TUSKER
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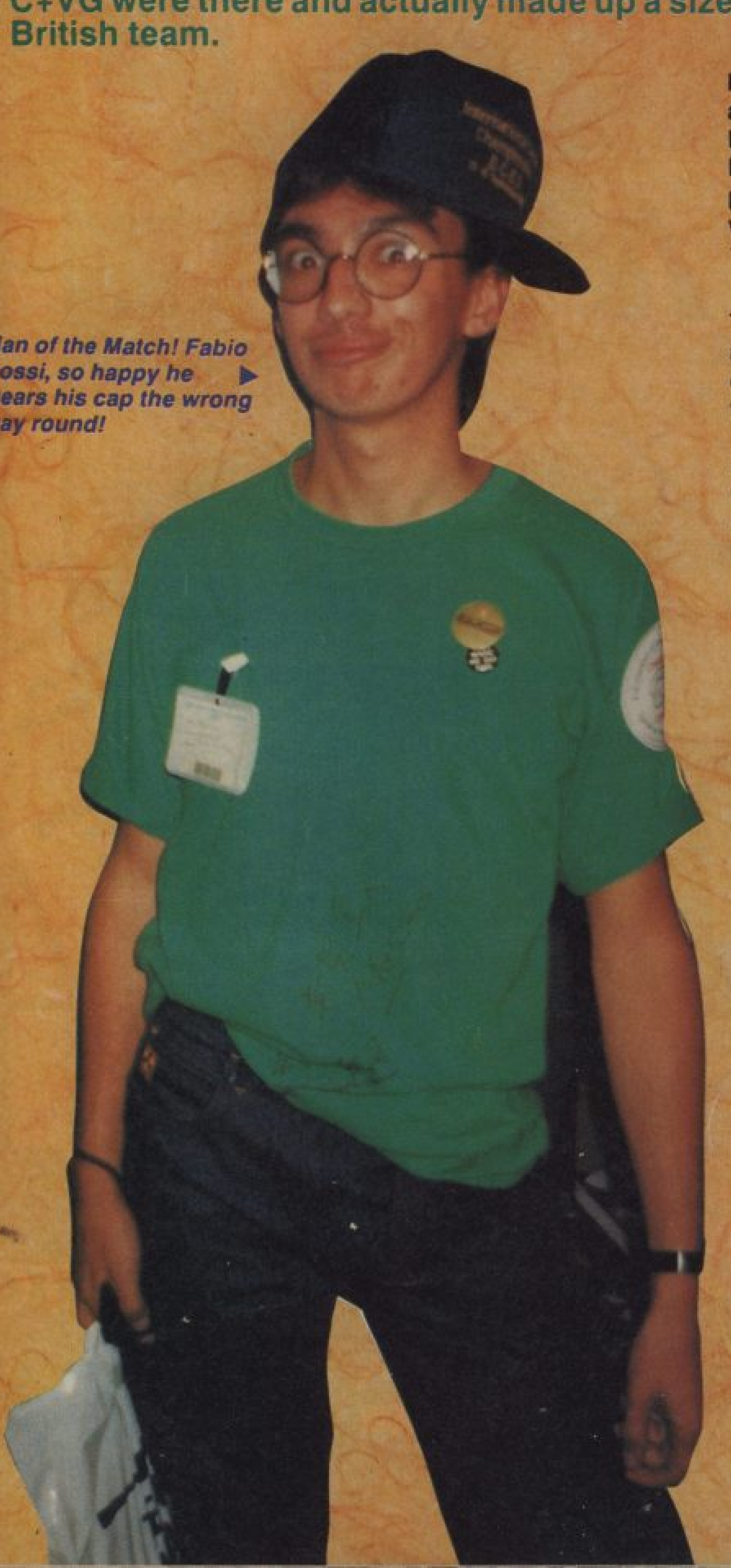
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DRAGON NINJA
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DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos

C+VG CHA

Hang out the flags, blow up the balloons, pass rouna the Mr Kipling Apple and Custard Pies (mmm, yummy! - Ed), because at last The Stupendous C+VG Challenge has arrived! We thought we'd get the ball rolling this month with a full report on the recent International Computer Games Championship, which took place at the Earls Court Computer Entertainment Show on Saturday, 15th September. The likeable rogues from C+VG were there and actually made up a sizeable contingent of the US Gold-sponsored British team.



Man of the Match! Fabio Rossi, so happy he ▶ wears his cap the wrong way round!

THE UK LINEUP

Managing Ed, Julian Rignall, took the role of team leader, and he was to be assisted by his C+VG colleagues, Richard Leadbetter and (at the last minute) Robert "The Beard" Swan. Last but not least was Simon Hadlington, the man who proved invaluable during last year's competition in Paris, and was to prove equally key to the team's performance in the 1990 championship.

THE COMPETITION

The competition was provided by teams from the USA, Italy, and France, each with four members. However, when the competitors assembled on Saturday morning the French team, backed by Infogrames were nowhere to be found!

A boy scout runner was dispatched to the Infogrames stand only to discover that it was all closed up! The entire team and Infogrames staff had brown-trousered themselves and run off! What a load of onion-and-silly-stripy-jumper-wearing, garlic-'n'-snail chompin', sheep-burnin' cowards!

GAME 1 - COLUMNS

With half the opposition out of the way, the teams set to work on the British game choice, Megadrive Columns, in which each player had to go for the highest scores in the three minute timed game.

A further complication arose when it was discovered that the processor in the Italian Megadrive was running faster than those in the other machines, so their on-screen timer had run out about half a minute before the others! A replay was demanded and the Italians came away with respectable scores.

However, they were no match for our brave Tommies, who had been practising furiously, though, and Julian and Simon clocked up the top scores of 18,166 and 16,213. The Italian team took third and fourth place, leaving the American team (sponsored by US softco, Accolade) to bring up the rear. But they were about to play their Joker, because the next game up was their choice - the Amiga version of Accolade's own Test Drive II.

GAME 2 - TEST DRIVE II

As the disk booted, and the Italian team complained about the sandwiches, the British team discussed tactics. Only Richard had played the game before, but he rubbed his hands gleefully when he discovered that the competition was to get the fastest time to the first gas station. "There's only one bend to worry about," he told his team-mates.

Armed with this vital info, the Brits got ready to drive all over the opposition. But! Another false start! In a fit of nationalistic fervour the Italian team had chosen to drive the Ferrari F40, instead of the rather slower Porsche 959 which the

U.S. GOLD

ALLENGE

other teams had been told to select, giving them an instant speed advantage.

With that problem corrected, the teams took off over the highways of California. The American team turned in some formidable times, and all their players finished the course in just over 51 seconds. While the Italians seemed rather flummoxed by the game, the British lads soldiered on, and turned in two mediocre times after some catastrophic overtaking, then Rob ruined a potential winning run when he forgot to stop in front of the garage and ran out of fuel! "Why didn't anyone tell me?" wailed the bearded one.

Luckily, Simon was learning from the mistakes of his compatriots, and he finished the race in the fastest time of all, beating the best American time by 0.2 seconds!

GAME 3 - E-MOTION

Following a short lunch break, the teams reassembled to take on the final game of the competition, US Gold's E-motion, which had been chosen by the Italian team. Little did they know that both Richard and Simon were experts at the game, and during lunch they had been trading various secret bonuses and time-saving ricochets. Unfortunately, the American team had been watching over their shoulders and were soon practising the same tricks themselves!

Each player had three minutes to get the highest score in this final round, throughout which the screaming compere (who just happened to be Larry Sparkes, ex-marketing manager of Activision UK) continually exhorted the players to "show some EMOTION!" while the players continually whispered rude things about him under their breath. "Come on! We want the numbers!" he yelled into his failing microphone. Experts have yet to decipher this.

With Larry Sparkes wailing in his ear, Richard wasn't doing too well, and he was forced to quit the game and restart three times, losing him a minute of time! But on the fourth game everything seemed to click, and he suddenly began romping through the levels with pinpoint accuracy, collecting special bonuses at every turn, and finally finishing the game with a heat-winning score of 41,250!

However the best was yet to come, and when Simon stepped up for his heat he showed himself to be a true E-motion maestro and knocked up a vast score of 69,950. which was far and away the best score of the round!

▼ Fresh from meeting the cast of Grange Hill, The champions pause only for posing!



CHAMPIONS!

Hurrah! and Hurrooh! After trouncing the French and Spanish teams in last year's European Championship the British team proved they're world-beating gamesplayers! Each team was ushered up to the stage to be congratulated by the outstandingly famous stars of Grange Hill, a slightly less famous Cockney comedian (whose name eluded everyone), and of course the vast crowd of show-going punters who had gathered around. After a rousing chorus of Land of Hope and Glory, everyone held matches in the air and began to sway with patriotic passion, and the team marched boldly off-stage to collect their prizes, and think of next year...

LET'S HAVE A LOOK AT THE OLD SCOREBOARD...

And so the competition was over. Each team's top two scores on each game were noted and each player was allocated the following points according to his score.

THE OLD SCOREBOARD

COLUMNS

UK	1ST	18,166	10 POINTS
UK	2ND	16,213	8 POINTS
ITALY	3RD	13,976	7 POINTS
ITALY	4TH	10,286	6 POINTS
USA	5TH	6,934	5 POINTS
USA	6TH	6,635	4 POINTS

TEST DRIVE II - THE DUEL

UK	1ST	51.4 SECS	10 POINTS
USA	2ND	51.6 SECS	8 POINTS
USA	3RD	51.8 SECS	7 POINTS
ITALY	4TH	57 SECS	6 POINTS
ITALY	5TH	72 SECS	5 POINTS
ITALY	6TH	73 SECS	4 POINTS

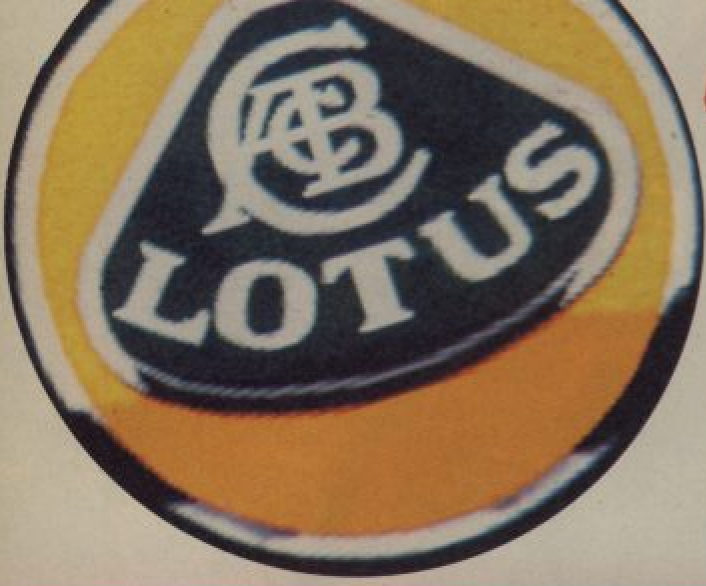
E-MOTION

UK	1ST	69,950	10 POINTS
ITALY	2ND	49,250	8 POINTS
US	3RD	43,000	7 POINTS
ITALY	4TH	42,000	6 POINTS
UK	5TH	41,250	5 POINTS
US	6TH	37,750	4 POINTS

TOTALS

UK	WINNERS WITH 15 POINTS
ITALY	SECOND WITH 14 POINTS
USA	THIRD WITH 11 POINTS

LOTUS ESP



BY GREMLIN

The Lotus Esprit SE Turbo is one of the fastest cars on the road, and with a 254 bhp engine and a top speed of 163 mph it can "out run" (ahem!) almost anything on four wheels.

Gremlin have acquired the licence for this amazing marque, and produced this - a one or two-player Lotus challenge game, in which you race either the computer or a friend around one of 32 different tracks, whilst trying to keep ahead of 18 other manic Lotus drivers.

At the start of the game you can adjust game parameters such as the difficulty level, number of laps, control method and whether the car has manual or automatic gears. After that, select one of four tracks from the in-car CD player, or just switch it off and listen to the sound of squealing tyres.

Then it's onto the race itself - zoom down the twisting track over hills and down dips



GET IN THE FAST LANE

The Lotus Esprit Turbo SE is one heck of a car, and the specs behind are nothing short of amazing. Check these out!

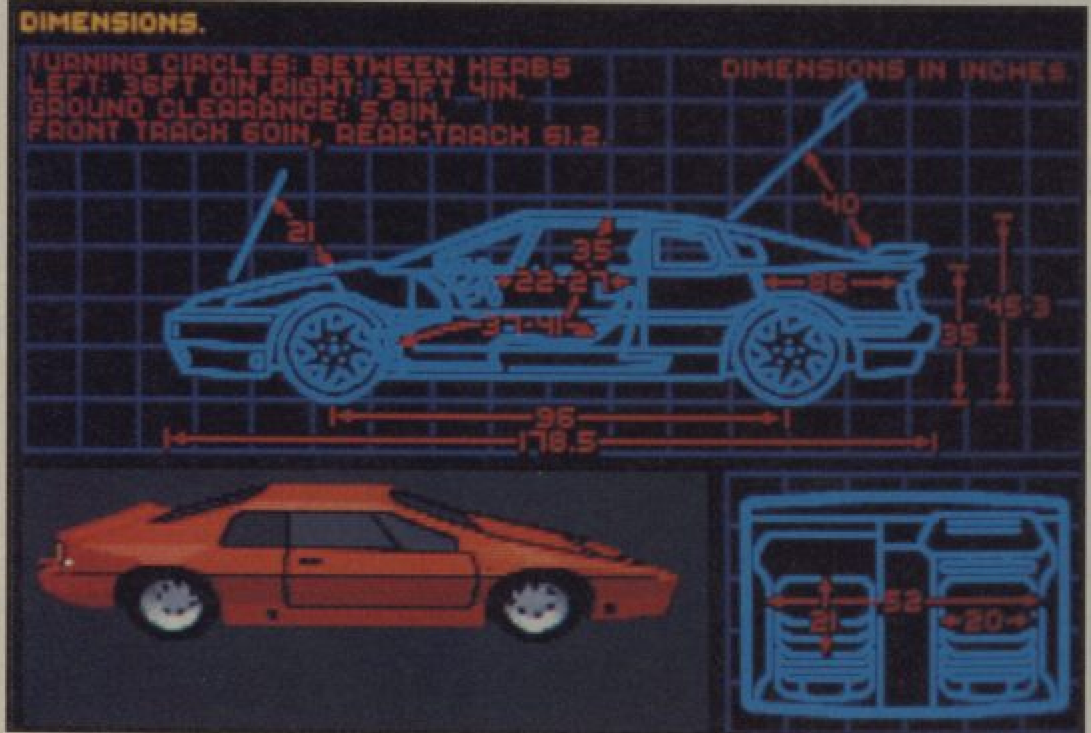
MAXIMUM SPEED ACCORDING TO GEAR

1ST - 41 mph
2ND - 63 mph
3RD - 102 mph
4TH - 133 mph
5TH - 163 mph

ACCELERATION TIMES TO 60/100 MPH

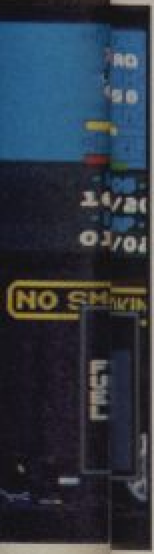
0 - 60 mph in 4.7 secs
0 - 100 mph in 11.9 secs

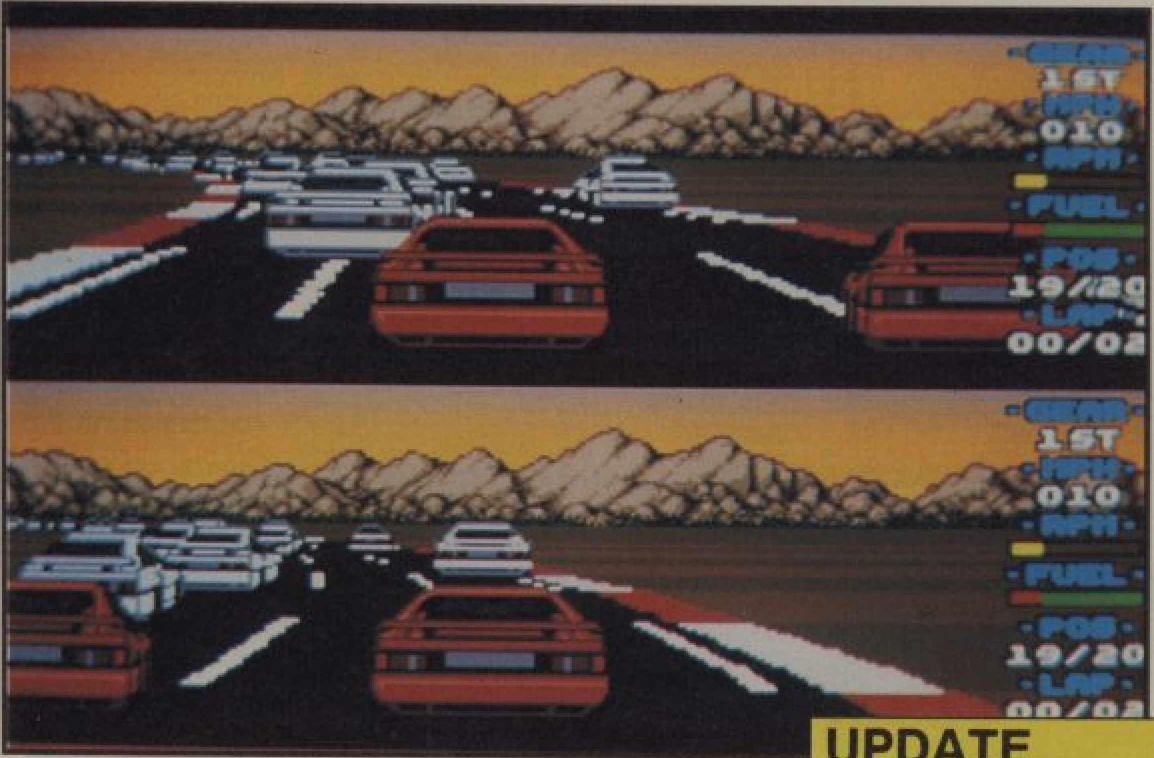






SPRIT TURBO





avoiding rocks, road signs and other cars to come in the top ten. If you're eleventh or worse at the end of the race, you're out.

During a race pitstops are available to refuel and repair damaged parts - but spend too much time in the pits, and everyone else will leave you for lost!

C+VG HIT!

UPDATE

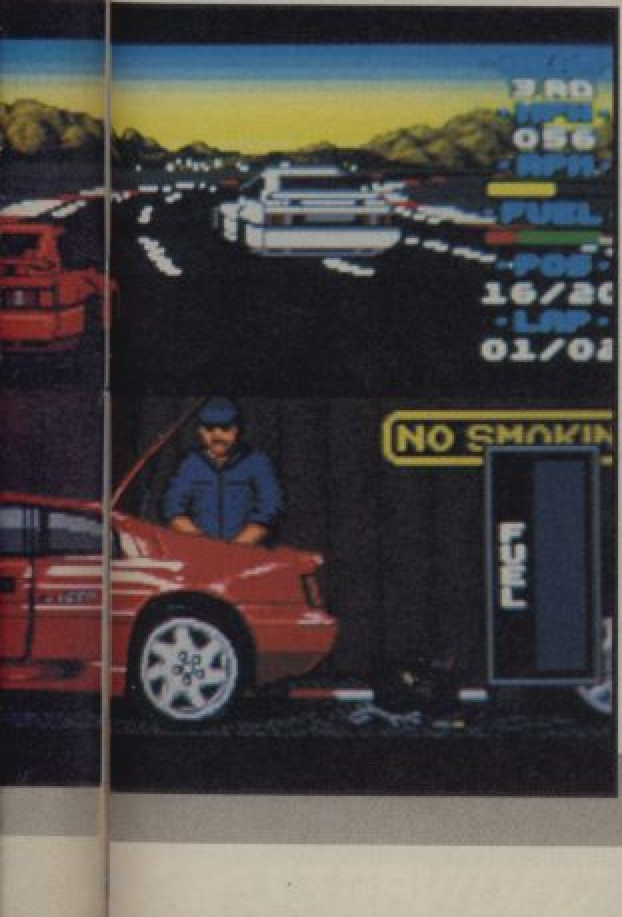
Lotus Esprit Turbo Challenge should be screeching onto an ST, Amstrad, Spectrum or C64 near you soon, and it'll be interesting to see exactly how the other versions compare against this. Watch the Updates section for reviews as soon as we have them.

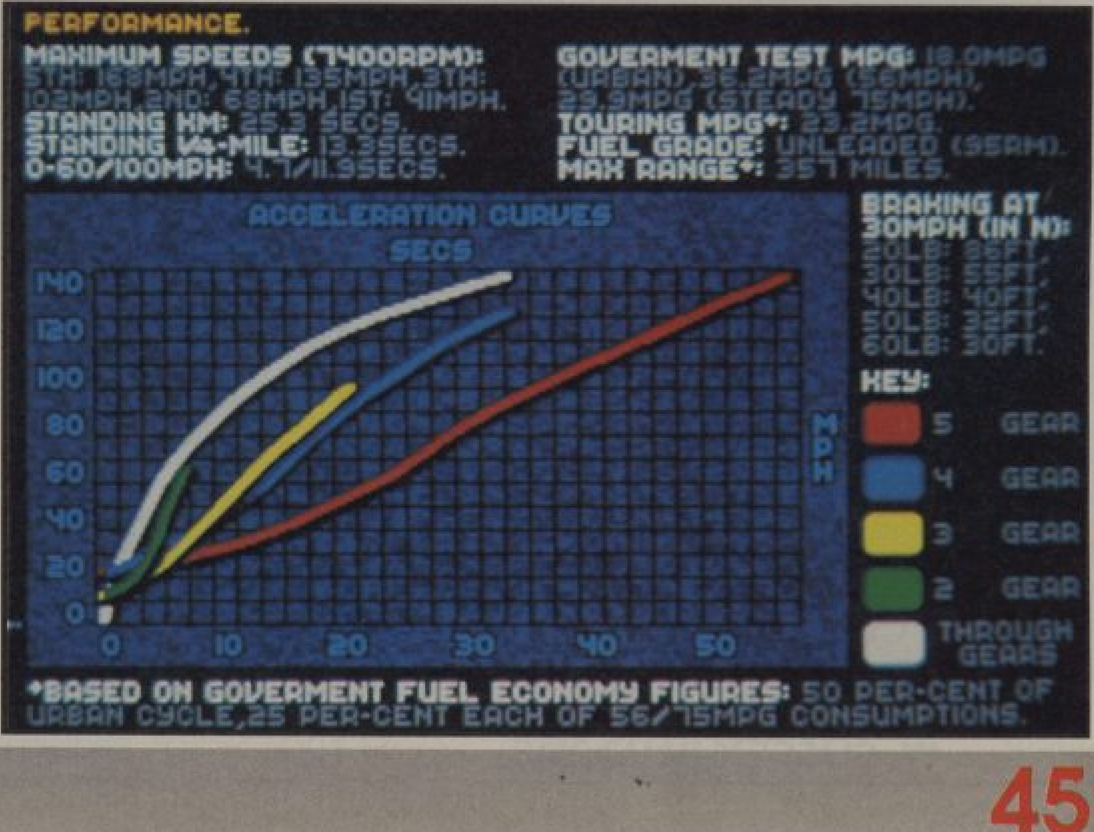
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Lotus Esprit Turbo Challenge's emphasis is on speed and realism, with highly detailed vehicles, roadside signs, track hazards, hills and bends whizzing past at an incredible rate, creating a real sense of screaming around a track at gut-wrenching speeds. The sound is excellent, with four thumping tracks which blast out along with the roaring effects, which only serve to enhance the atmosphere. Along with all this, Lotus is full to overflowing with game options, which give heaps of lasting appeal. Challenging gameplay (especially with two players) and astounding audio-visuals combine to make Lotus Esprit Challenge a brilliant game, and one that demands immediate purchase.

ROBERT SWAN

GRAPHICS	94%
SOUND	93%
VALUE	89%
PLAYABILITY	92%
OVERALL	94%





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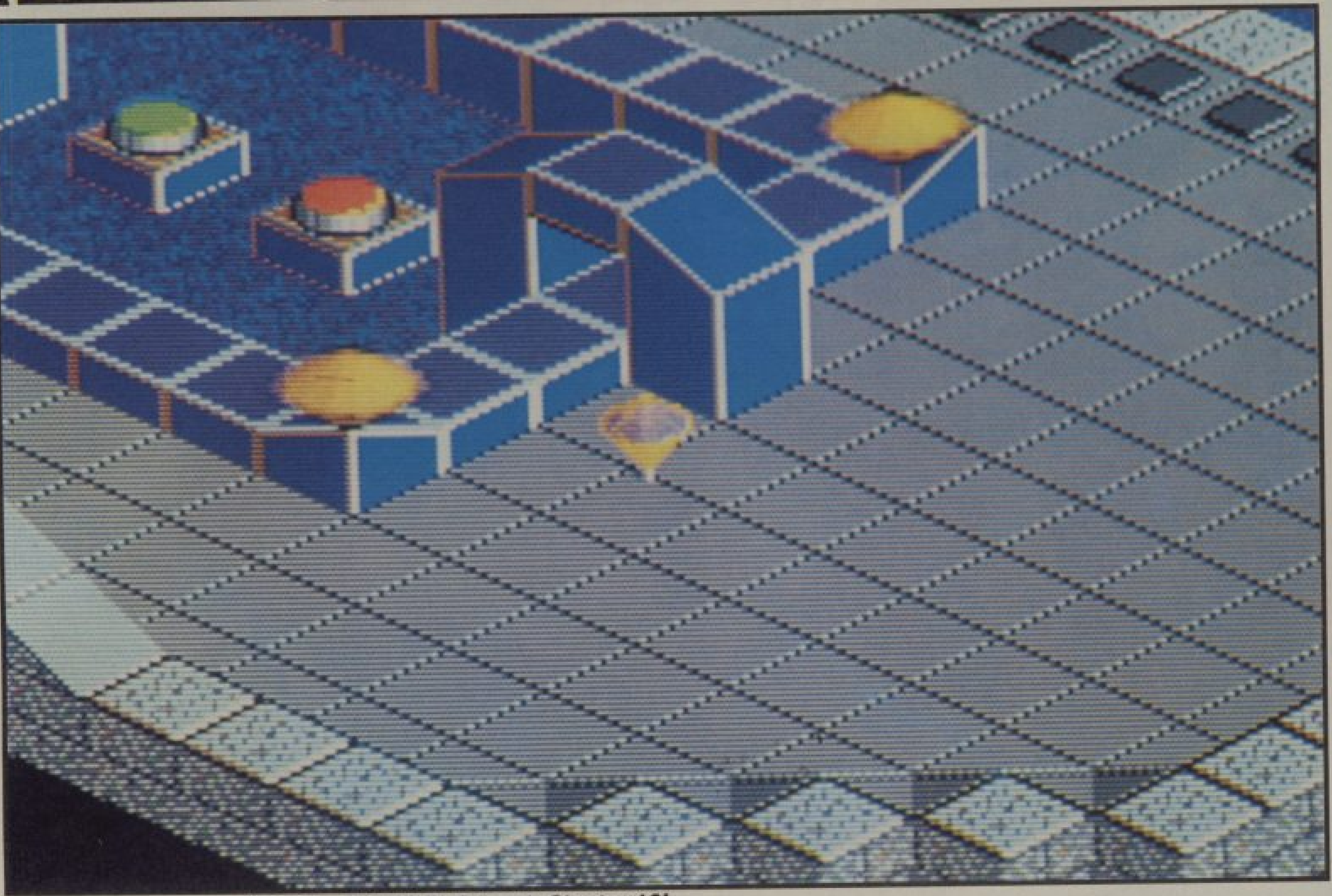
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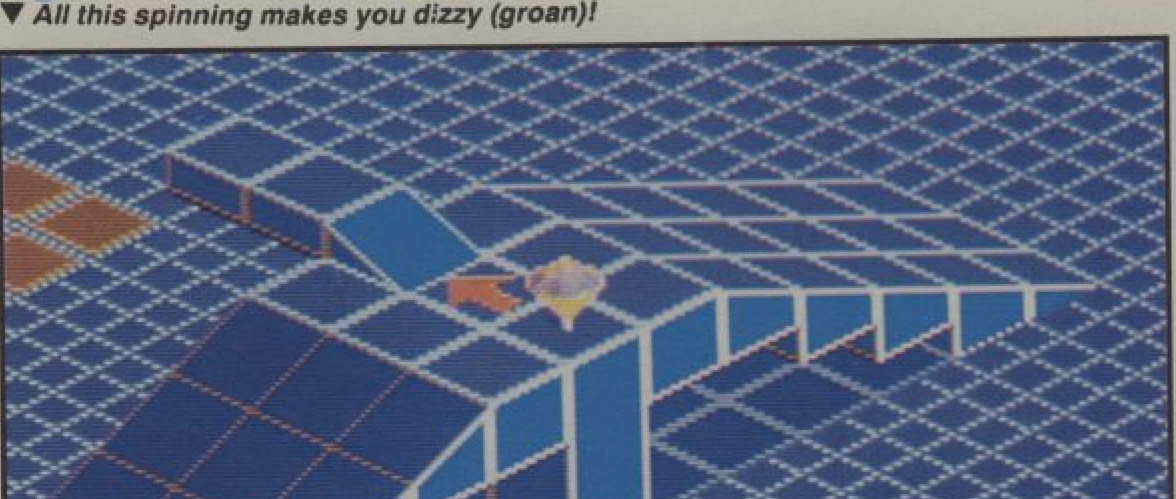
▲ *Guide GERALD through Cluster 16!*



SPINDIZZY

BY ACTIVISION

▼ *All this spinning makes you dizzy (groan)!*



Spindizzy is back! Paul Shirley's classic mixture of Marble Madness with a huge dollop of exploration elements went down a storm with 8 bit gamesters across the globe, but the hero of the piece, GERALD, has never appeared on a 16 bit system - until now!

The original author has taken Spindizzy into the 21st Century and beyond! Here, GERALD takes to the stars! The vast playing areas have been split up into worlds and solar systems, and for each world a different quest



▲ *Get the flag and reach the exit!*

awaits. Generally, the objective is to collect a number of energy crystals scattered around the scrolling isometric 3D environment, and then making your way to the exit. Complete this for all sectors on a single world, and another even more fiendish one awaits!

If that sounds ridiculously simple, re-adjust your thinking! Your greatest challenge will be the terrain itself. The contoured hills and bumps all have an effect on GERALD. Shallow hills can be negotiated with ease, but GERALD's turbo boost facilities will be tested to the max in order to conquer some of Spindizzy's steeper peaks!

On some worlds a time trial comes into operation. Here, you'd better have your Spindizzy skills honed to perfection, as you're going to have to collect all those crystals AND escape before the crushing time limit spells an end to your game-conquering aspirations.

Different coloured switches also litter the landscape. These all have some kind of effect over the lifts and pathways that can be found around each of the worlds. Some switches will turn on lifts. Others may create pathways that'll lead the way to that previously unreachable crystal. Almost lethal cunning is required in order to reach every crystal on every level.

But remember, when you're in control of GERALD, it's a matter of life and death! Pixel-perfect dexterity is needed in order to conquer the terrain and remember: if you fall too far, GERALD has a tendency to explode and lose you some energy! The assorted meanies that infest the worlds are also out for blood (or rather, energy), so it's a good idea to give them something of a wide berth in order to succeed.

▼ *GERALD: a probe with a mission.*



C+VG HIT!

UPDATE

Priced at £24.99, you'll find that Amiga Spindizzy 2 is every bit as good, if not better than the ST game, with smooth scrolling replacing the ST flip 'n' scroll system.

ST
£24.99

Spindizzy ranked as the greatest 8 bit Marble Madness type game ever - and you discerning 16 bit owners have a new, improved version! It's not just a tepid port-across either. Spindizzy was noted for its sheer vastness, but in this sequel it's been increased tenfold with hundreds of huge worlds to explore and enjoy. My current fave is PacAttack, where Spindizzy 2 doubles up as a 3D version of the classic Namco coin-op, only this time PacMan's out to get you! The surreal graphics overall are superb and the use of colour is exceptional. The sound is great too - swing your pants to a totally groovable hard-rock soundtrack and keep your ears pinned back for the decent spot FX. The vastness of the quest, coupled with the different objectives will keep your interest up for weeks on end. You'd have to be a drooling pillock to forget about purchasing this classic game - so don't!

RICHARD LEADBETTER

GRAPHICS	94%
SOUND	87%
VALUE	94%
PLAYABILITY	93%
OVERALL	93%

16 bit: mega drive







awesome...



and then some!

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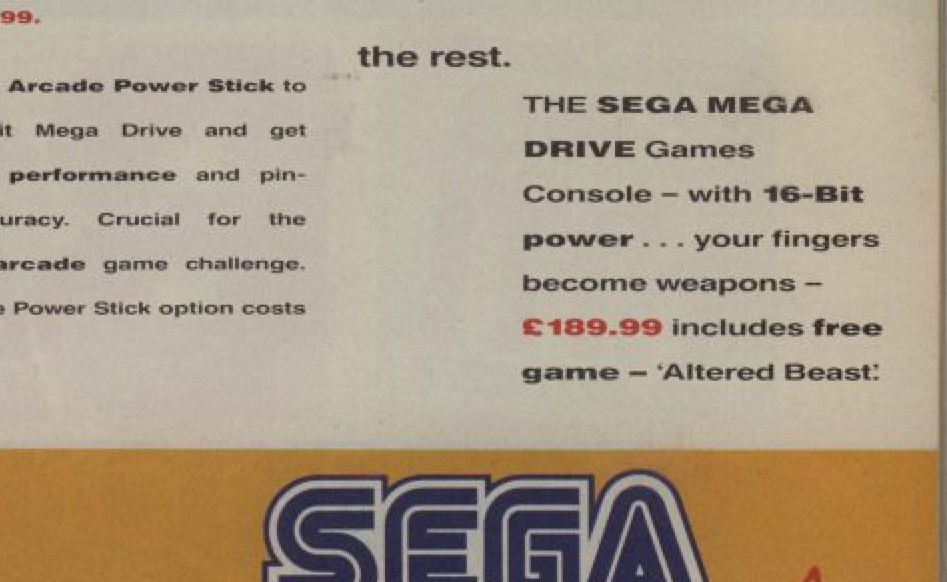
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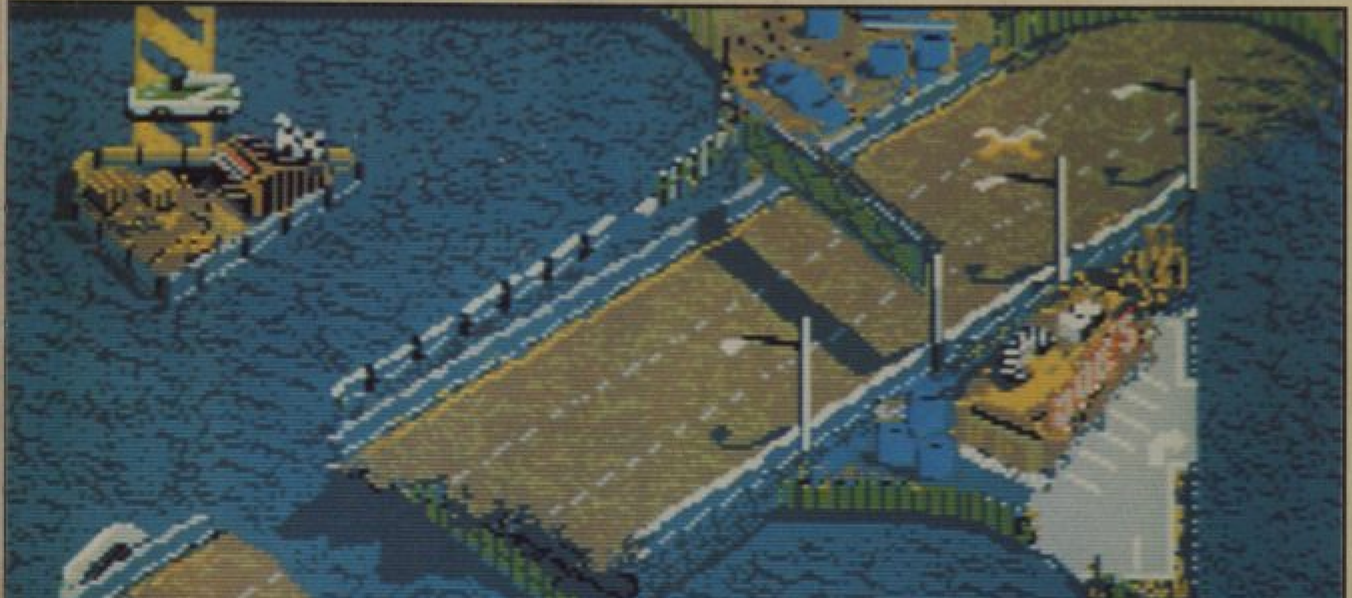
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BY DOMARK /TENGEN

In the nuclear blasted wastelands of the future, only one form of competition exists - the Badlands hot-rod racing championships! Here, the meanest and moodiest drivers take their custom-designed motors along to eight of the worst-hit zones and test them to the limits of hardship and endurance.

Three players race along the eight circuits, and their aim is simple. Winning is the aim of the game, because prizes mean money and money means upgrading your vehicle. The currency of the future is wrenches, and at the Badlands Garage wrenches can buy you speed, extra acceleration, shields and best of all, weaponry!

At the Badlands courses, not only are the courses out



C+VG HIT!

BADL







ANDS

to get you (beware of crushing electrifying fields and gun emplacements!), but the competitors can tool themselves up with vehicle-mounted death-dealers including guided missiles and machine guns!

Across testing tracks like the Prison Yard, the Freeway Overpass, and the Desert you're going to need all the low-down dirty tricks you can muster, so take your armoured speed machine to the Badlands stadia and satisfy that need for speed!



UPDATE

Badlands will be burning up all the 8 bit formats real soon now. We've seen early versions of the C64 and Spectrum games, and they both look the business. Stay tuned to the Updates section for the definitive low-down.

ST £19.99

The inferior sonics are the only difference between the ST version and its Amiga cousin. All the playability is still here to be savoured - so buy it!

OVERALL 92%

AMIGA £19.99

Well, I just don't know what to say! One month we're bemoaning the lack of quality Super Sprint type games, and what happens? After the brill Off Road Racer, another quality racer comes our way! Badlands is basically Super Sprint with rockets and machine guns - and what a corker it is! The speed of the action is this game's greatest asset - customise your car with extra turbos and watch it fly! The graphics are exactly the same as the arcade machine, with fluid animation, great sprites and colourful backdrops. The sound is totally funkadelic, with pulse-racing tunes, awesome sampled drum rolls and smashing guitars! Badlands is fun all the way and with two players participating, it's a feast of explosive thrills and high speed motorway malarkey. Recommended without any hesitation.

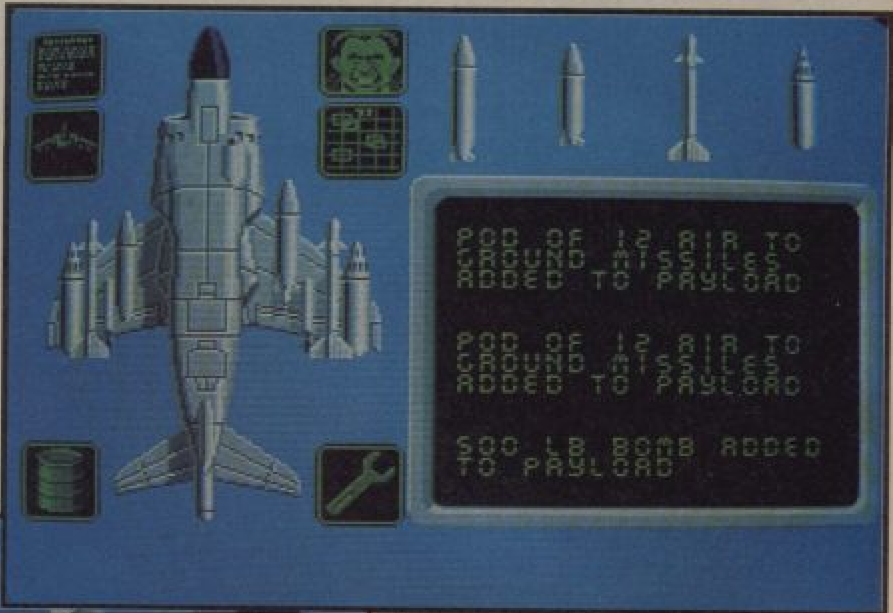
RICHARD LEADBETTER

GRAPHICS	91%
SOUND	95%
VALUE	92%
PLAYABILITY	93%
OVERALL	**92%**

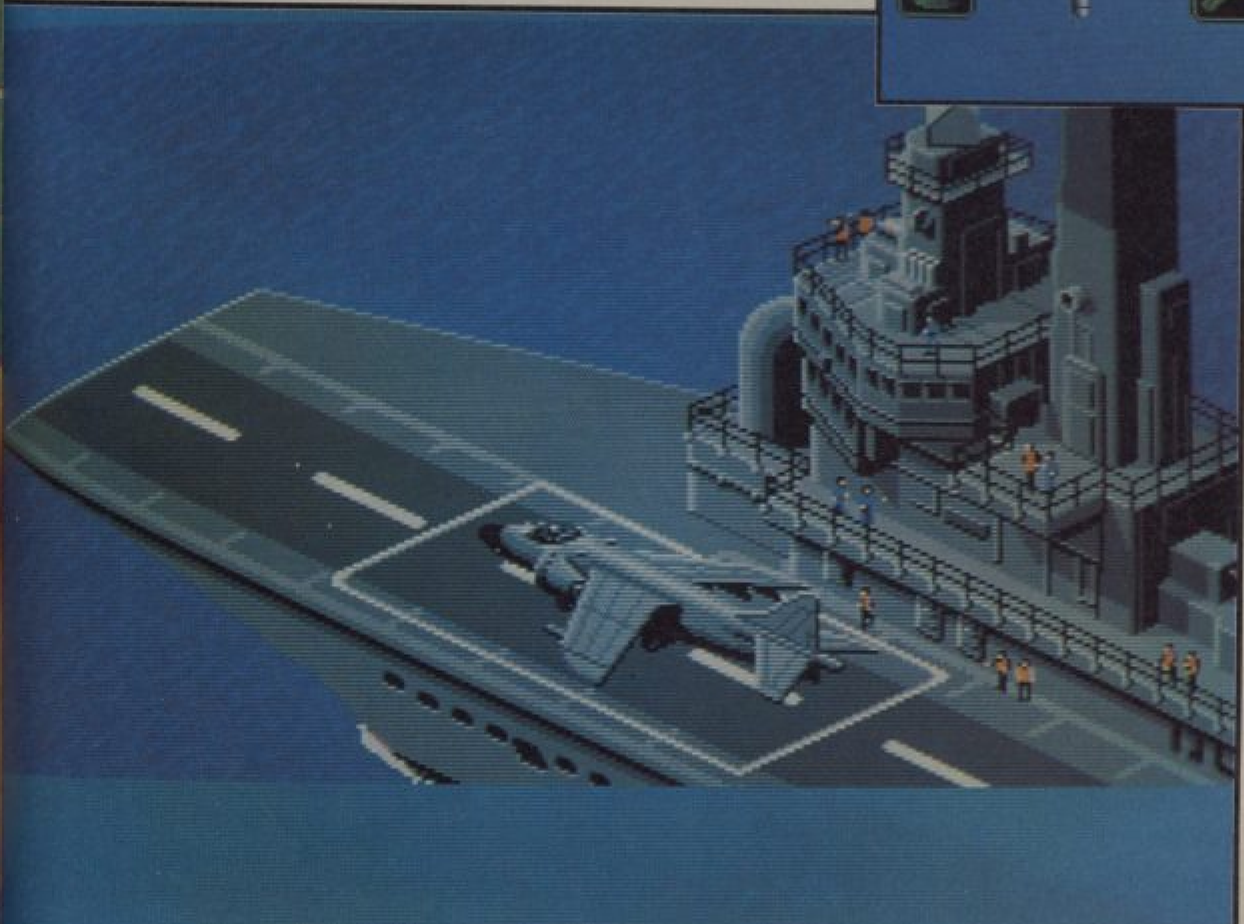


PUZZNIC
The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear.
Sounds easy?
The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!
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OPERATION HARRIER



▼ *Tool up your Harrier with devastating firepower.*



BY US GOLD

Welcome back to Rotoscape, Creative Material's alternative use for 3D polygons which was first seen in Rotox. With Rotoscape the action is viewed overhead and rather than having the main character (in this case a Harrier jump-jet) rotating when you choose to turn, the landscape does - disorientation guaranteed!

The object of each mission is usually to destroy an enemy target, for example a hostile aircraft carrier. In order to carry out this mission of destruction you have a large choice of air-to-air, air-to-ground, and air-to-just-about-anything-else missiles with which to cause maximum mayhem.

The enemy also have a few retaliatory tricks up their sleeves, so your Harrier's built-in cannon is just the ticket for wiping out air patrols that have your impending destruction on their mind.

Ditching your kite when the going gets tough isn't going to win you any awards. The boss doesn't take lightly to aeroplane wastage of any description and if you're not careful you may be assigned to latrine detail - hardly the treatment a bally hero like yourself deserves!

UPDATE

PC Operation Harrier is nearing completion, and isn't far removed from what we've seen here. Watch out for a further update in the coming months.

ST £24.99

Not much difference between this and the Amiga version, really. Well worth a bash.

OVERALL 82%

AMIGA £24.99

This follow-up to the first Rotoscape game, Rotox, is far and away a better game. The actual rotary movement has been expanded to be able to zoom in and out, adding that extra dimension that Rotox lacked. The gameplay itself is involved and, above all, interesting. There's always something to keep you occupied, be it an enemy squadron or actually seeking out and annihilating the mission targets. My only gripe is that the Harrier is rather sluggish to control, and death is never far away. The graphics (a mixture of polygons and sprites) work very well indeed, but the sampled sounds, though functional, could not honestly be described as exciting. All in all, then, a fine release that US Gold and Creative Materials should be proud of. Be sure to sample its delights.

RICHARD LEADBETTER

GRAPHICS	83%
SOUND	71%
VALUE	84%
PLAYABILITY	81%
OVERALL	82%

"Just what a game should be: looks good, sounds good, and plays like a dream."

Chris Morley, ACE, October 1990

By Graftgold

SIMULCRA

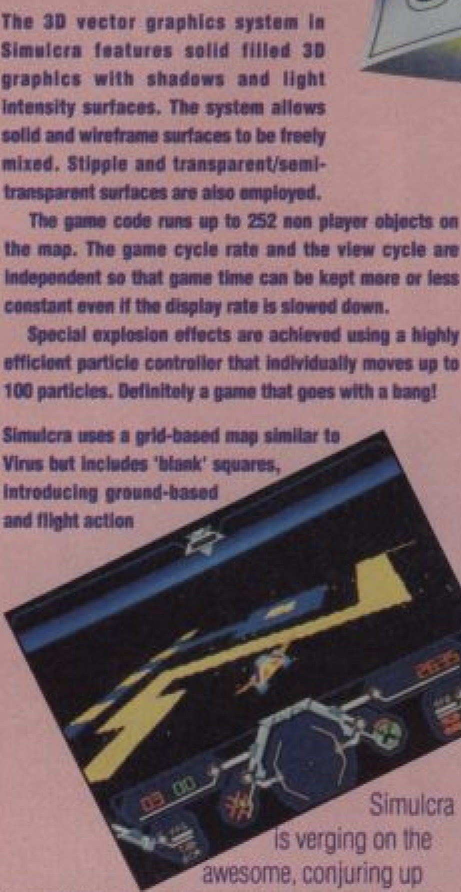
ACE RATED 936

The 3D vector graphics system in Simulcra features solid filled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely mixed. Stipple and transparent/semi-transparent surfaces are also employed.

The game code runs up to 252 non player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept more or less constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

Simulcra uses a grid-based map similar to Virus but includes 'blank' squares, introducing ground-based and flight action



Simulcra is verging on the awesome, conjuring up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and forget missiles, target display systems, shields, and extra lives.

MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

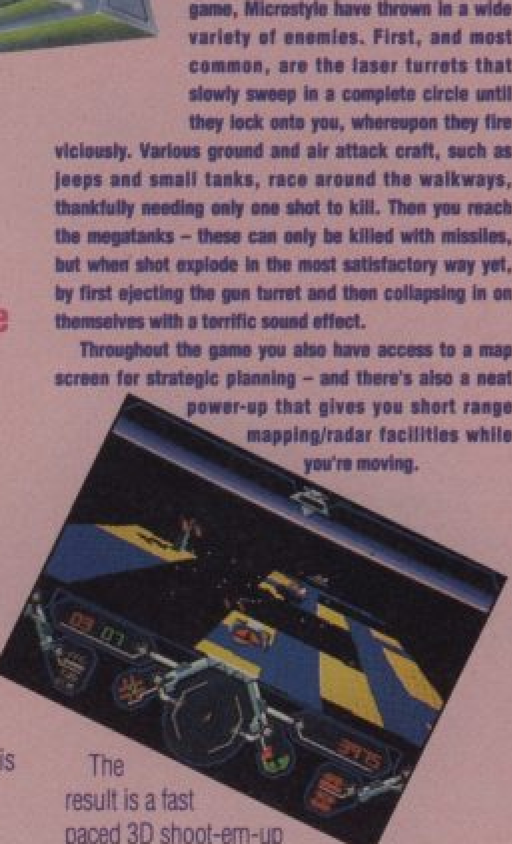
Cyberscape rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simulcraft pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Suface Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

ACE RATED 936

To add variety to an already exciting game, Microstyle have thrown in a wide variety of enemies. First, and most common, are the laser turrets that slowly sweep in a complete circle until they lock onto you, whereupon they fire viciously. Various ground and air attack craft, such as jeeps and small tanks, race around the walkways, thankfully needing only one shot to kill. Then you reach the megatanks – these can only be killed with missiles, but when shot explode in the most satisfactory way yet, by first ejecting the gun turret and then collapsing in on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning – and there's also a neat power-up that gives you short range mapping/radar facilities while you're moving.



The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.



Here at MicroStyle we couldn't think of anything more to add to Chris Morleys' review for Octobers edition of Ace.

RELEASE DETAILS

ATARI ST	£24.99	OCT 90
AMIGA	£24.99	OCT 90
No other versions planned		

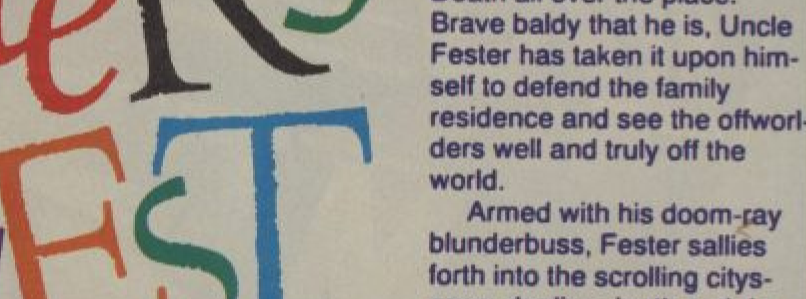
All excerpts quoted by kind permission of Ace



▲ Alien terror puts the dampeners on Fester's booze up!

Fester's Quest

▼ Rampant wobbly things threaten our hero!



BY SUNSOFT

Whaddaya mean, "Who's Uncle Fester?" You mean you've never heard of the Addam's Family? Well, obviously ITV aren't rerunning any episodes of this cult US comedy show round your way, so I'd better fill you in.

Gomez, Morticia, Wednesday, Puggsly, Granny, and of course, Uncle Fester, are a family of slightly horrific freaks who, not surprisingly, lead rather freakish lives, as this particular episode proves.

Strange mutant aliens have invaded the Addams family's neighborhood and planted their Raspberries of Death all over the place. Brave baldy that he is, Uncle Fester has taken it upon himself to defend the family residence and see the offworlders well and truly off the world.

Armed with his doom-ray blunderbuss, Fester sallies forth into the scrolling cityscape, dealing death and destruction to the raspberries, which are accompanied by nasty blue and red Fester-seeking toads and floating, caterpillar-spitting heads. Luckily, when these beasties explode they leave behind yummy Fester goodies, such as money (!), swervy-bullet gun upgrades, whips, keys and light bulbs to help Unc on his way.

The light bulbs come in handy when Fester has to travel underground, fighting off rats and green blobs in the dark sewers. The keys let Fester into houses where other Adamses are waiting to hand over explosives and vice-grips and all those other goodies unavailable elsewhere.

NINTENDO
£19.99

Uncle Fester - what a wacky character. Uncle Fester - what a dull game. After the fab moonbathing-Fester opening sequence and the funkadelic title music, the unrewarding walkabout/shootout gameplay was something of a downer. You just go on and on shooting bloblike monsters that reappear the moment their remains scroll off the screen, and the humorous potential of the Uncle Fester link is never actually used during the game. Even the graphics are flickery and unimpressive, so there's not even much compulsion to play on and see the next bit of the game. Admittedly, this is one of the cheaper Nintendo carts, but you'd be better off saving your money until nearer Christmas, when there are some really great Sunsoft titles coming out.

PAUL GLANCEY

GRAPHICS	66%
SOUND	81%
VALUE	70%
PLAYABILITY	55%
OVERALL	56%



"DO ME A FAV
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REVIEW

▶ST AMIGA

C+VG HIT!

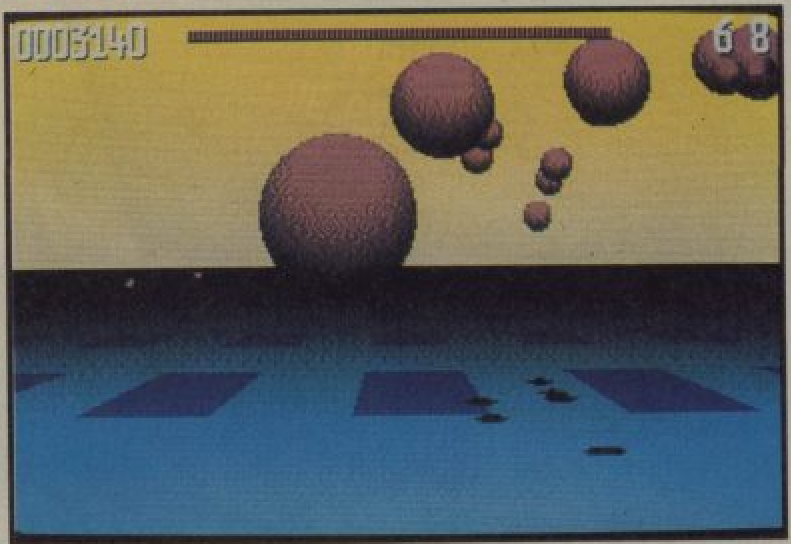
BY US GOLD

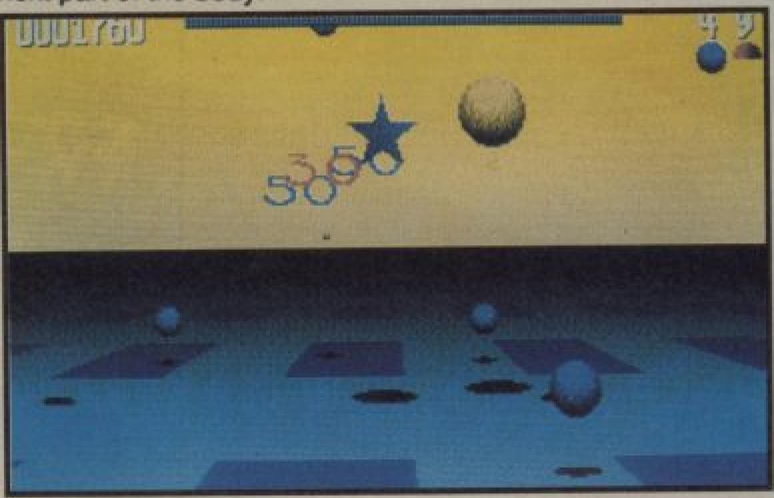
This pseudo-sequel to the cracking E-Motion, is set inside the human body, where a war is raging between invading virus cells and the body's own defence mechanisms.

Most of the time, these virus cells are easily defeated, but when a strain mutates, it's time to activate the artificial Vaxine system, a remote controlled detect-and-eliminate mechanism designed to enter the body and dispose of any intruders.

The "body" is a chequered floor, dotted with numerous key body cells, in the shape of small domes. Enemy viruses gradually bond together in order to attack these domes, but also use the cell's proteins to multiply in number!

To save the body, the cells must be defended by blasting a virus with a colour-coded antibody (use the wrong colour, however, and the shot will have no effect), or using a "trojan" cell, which will bond with a virus, wait for more to bond with that, then destroy the whole bunch! Once all viruses in the area are destroyed, it's on to the next part of the body.





VAXINE



▲ *Blast the stars for extra antibodies!*

UPDATE

Vaxine should be infecting a PC near you real soon, but unfortunately USG have no plans for any 8 bit versions at this time - sadly, a familiar story...

AMIGA £24.99

Essentially the same as it's ST counterpart, but with more sound and more colourful graphics. A luvverly game.

OVERALL 90%

ST £24.99

This is the next in US Gold's series of "New Age" games, and it's pretty damned good. For what is, in essence, a flashy shoot 'em up, there is something about Vaxine which puts it head and shoulders above other games of this type. The graphics are nothing short of amazing, with lots of shaded spheres bouncing around left, right and centre, and though there isn't much in the way of sound, what's there seems to fit in perfectly. The effect of inertia on the antibodies can make life rather difficult, but fortunately this can be turned off, to give the game a more arcadey feel. Speed is of the essence, with more and more viruses appearing and bonding, you have to really work to get all the nasties out of the way before the screen is filled with rampaging germs. Overall, Vaxine is a ruddy good blast in the best traditions - easy to play, difficult to master.

ROBERT SWAN

GRAPHICS	94%
SOUND	82%
VALUE	88%
PLAYABILITY	91%

OVERALL 90%

Clive Barker's THE NIGHTBREED

CADAL

THE ACTION GAME

THE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

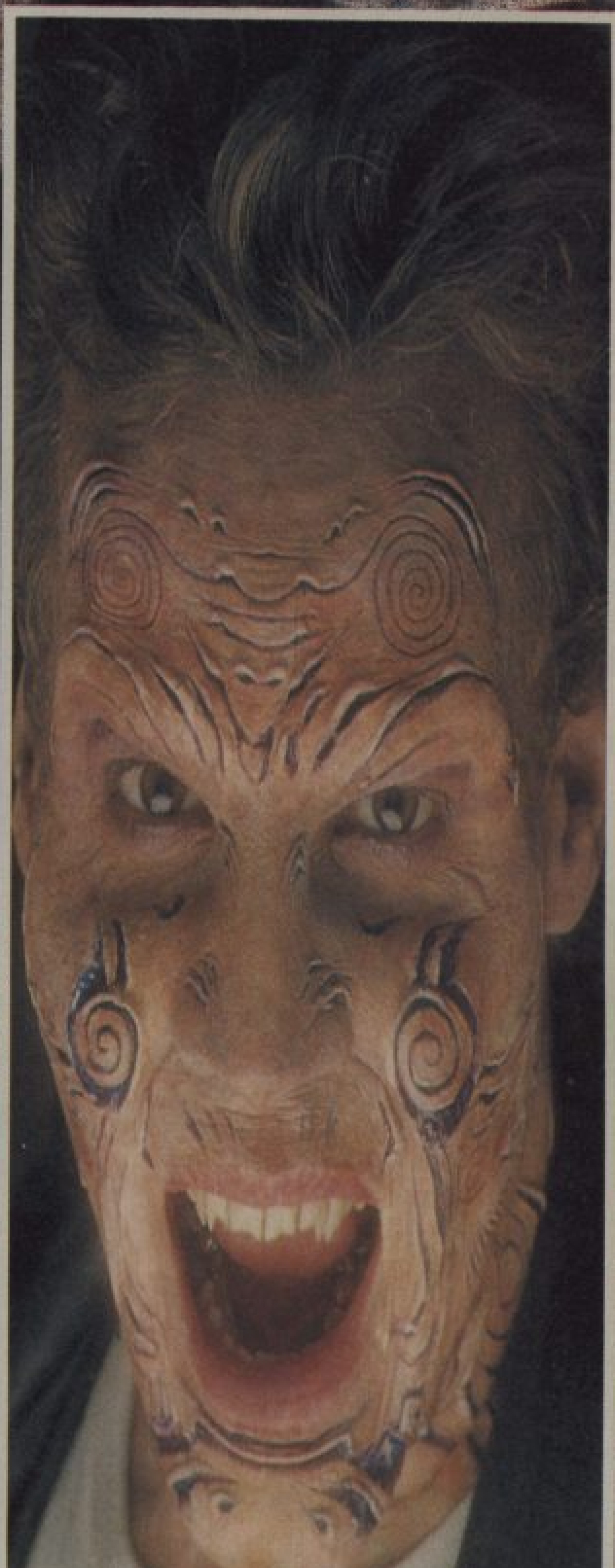


HAS

THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHUMANITIES OF MAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".



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ocean

THEY'RE COMING SOON!!!

ATOMIC ROBO KID

BY ACTIVISION

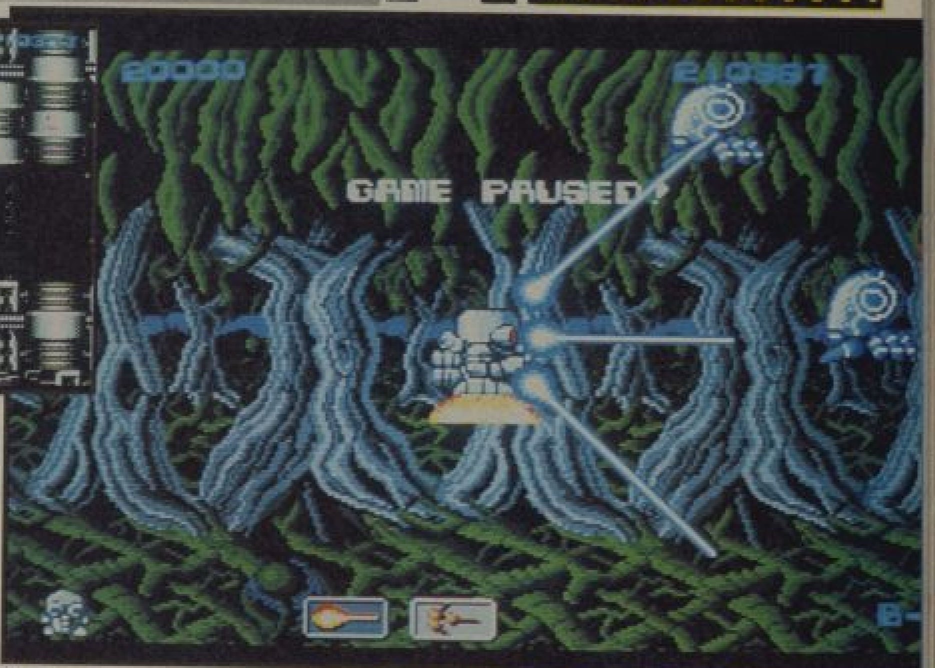
Now that Activision are closing their UK programming arm, this translation of UPL's coin-op looks like it will be one of their last arcade conversions, with the fate of R-Type II currently hanging in the balance.

In Atomic Robo Kid you play the large-nosed cybernaut, who seems to be pretty unpopular amongst the inhabitants of this part of the galaxy and he is constantly beset by hordes of alien beasts out to fry his circuits. In such circumstances there is only one option open - blast 'em out of existence!!

Every so often power-up crystals appear, giving Kid additional speed, or one of four powerful weapons - a mahoosive laser cannon, which fires large bursts of atomic energy, a three way needle laser, atomic missiles with a large destruction radius, and a five way beam cannon



▲ *Our hero bites the bullet!*



▲ *Triple laser death annihilates the opposition!*

UPDATE

Robo Kid will be blasting his way onto the ST, Amstrad, C64 and Spectrum real soon. On the 8 bit versions have kept most of the gameplay, although they will lack some of the larger aliens (such as the giant fans).

▼ *Fan-cy that! RoboKid bites the biscuit!*

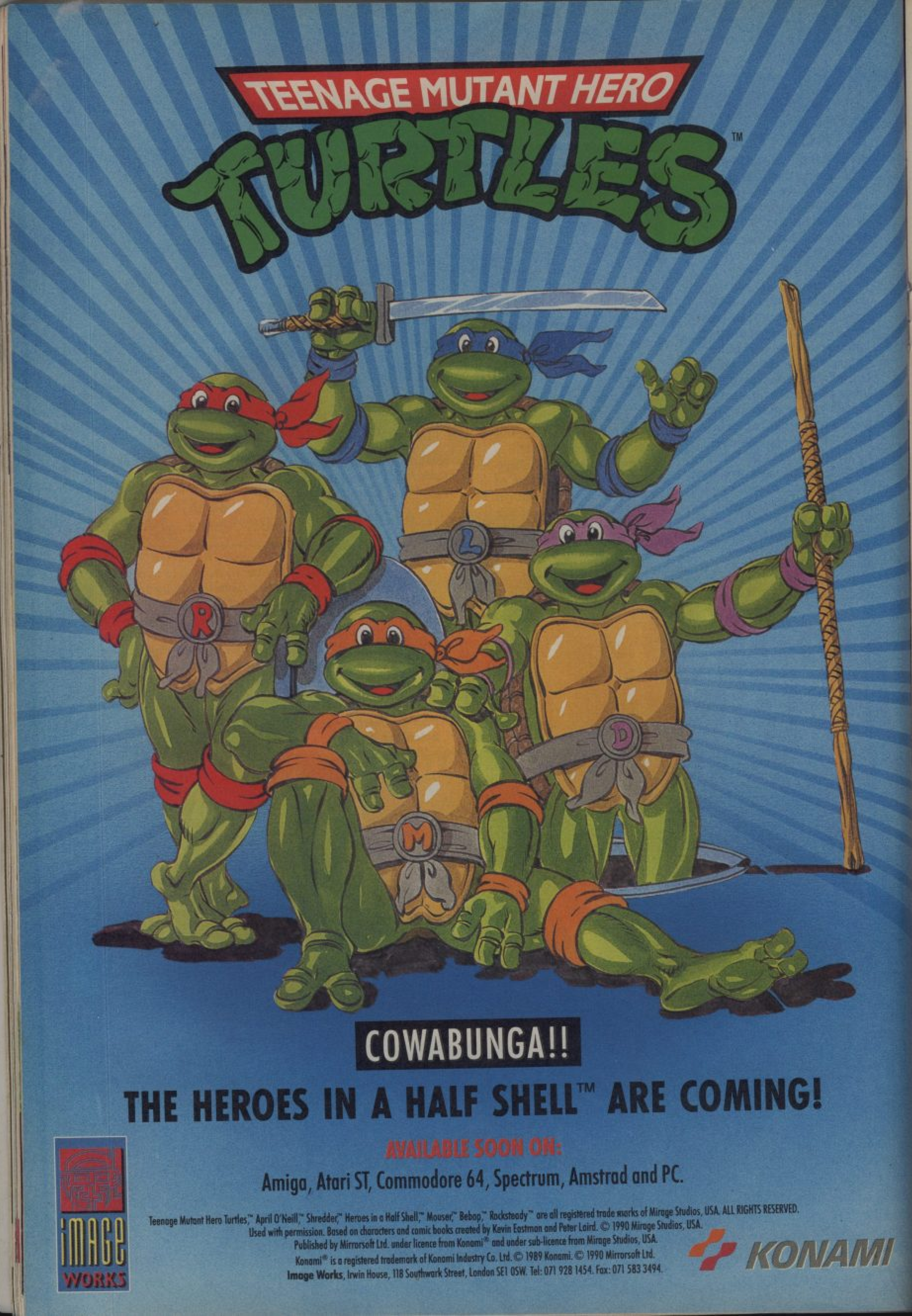


AMIGA
£24.99

Atomic RoboKid didn't exactly set the arcades on fire when released, but was still a fun shoot 'em up to play, with jolly graphics and sound. Now it's on the Amiga, and pretty much the same story applies. The graphics are true enough to the coin-op, with some very nice sprites and backdrops, but the parallax-scrolling screen chugs along a little sluggishly, and the action slows down noticeably when the screen fills up. The sound is what you'd expect from a game of this nature (boom, bang, etc), and is nothing to write home about, although the title music is pretty swish. Overall, not a bad game, but it's overpriced and the above-average skill level makes it a no-no for novice blasters. If you're up to it, take a look, but don't expect too much.

ROBERT SWAN

GRAPHICS	82%
SOUND	79%
VALUE	81%
PLAYABILITY	80%
OVERALL	81%

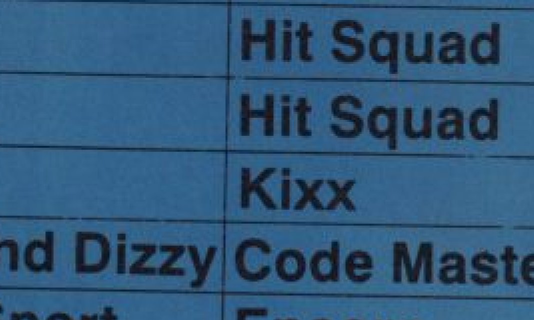


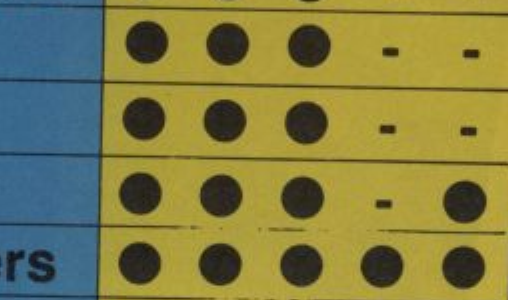
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KONAMI

THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	2	Shadow Warriors	Ocean	●	●	●	●	●
2	-	Quattro Adventure	Code Masters	●	●	●	-	-
3	-	Rastan	Hit Squad	●	●	●	-	-
4	1	Pro Boxing	Code Masters	●	●	●	-	-
5	6	Temple of Doom	Kixx	●	●	●	-	-
6	-	Daley's Challenge	Hit Squad	●	●	●	●	●
7	3	Paperboy	Encore	●	●	●	●	●
8	18	Yogi's Gt Escape	Hi-Tec	●	●	●	●	●
9	5	Fantasy Dizzy	Code Masters	●	●	●	-	-
10	-	Salamander	Hit Squad	●	●	●	-	-
11	4	Match Day 2	Hit Squad	●	●	●	-	-
12	-	4x4 Racing	Kixx	●	●	●	-	●
13	7	Treasure Island Dizzy	Code Masters	●	●	●	●	●
14	11	Question of Sport	Encore	●	●	●	●	●
15	-	The Munsters	Alternative	●	●	●	●	●
16	12	Jack the Nipper 2	Kixx	●	●	●	-	-
17	19	Ruff and Reddy	Hi-Tec	●	●	●	-	-
18	-	Corporation	Core	-	-	-	●	-
19	-	Pro Golf	Atlantis	●	●	●	-	-
20	-	Hong Kong Phooey	Hi-Tec	●	-	●	-	-







The all-formats chart has gone totally crazy this month, with Shadow Warriors slicing its way to the top, budget gear following in abundance - and no football games whatsoever! Ker-ikey! A lot of the Christmas biggies should be out by next month, so expect them to make an instant appearance at the top.

THE C+VG CHARTS

AMIGA TOP 20

1	-	Corporation	Core	82%
2	-	Shadow of Beast 2	Psygnosis	71%
3	1	Kick Off 2	Anco	95%
4	-	Midnight Resist	Ocean	80%
5	-	Yogi's Gt Escape	Hi-Tec	83%
6	-	Targhan	Action 16	61%
7	-	BSS Jane Seymour	Gremlin	91%
8	3	Italia 1990	Code Mstrs	38%
9	-	Fast Lane	Action 16	24%
10	2	Shadow Warriors	Ocean	93%
11	-	Falcon Disk 2	Mirrorsoft	93%
12	10	Lost Patrol	Ocean	73%
13	-	Pro Tennis	Code Mstrs	71%
14	5	Midwinter	Rainbird	96%
15	-	Summer Olympiad	MicroValue	45%
16	-	Op Stealth	US Gold	83%
17	-	On Safari	Action 16	22%
18	-	Loom	US Gold	88%
19	8	Damocles	Novagen	95%
20	11	F29 Retaliator	Ocean	96%

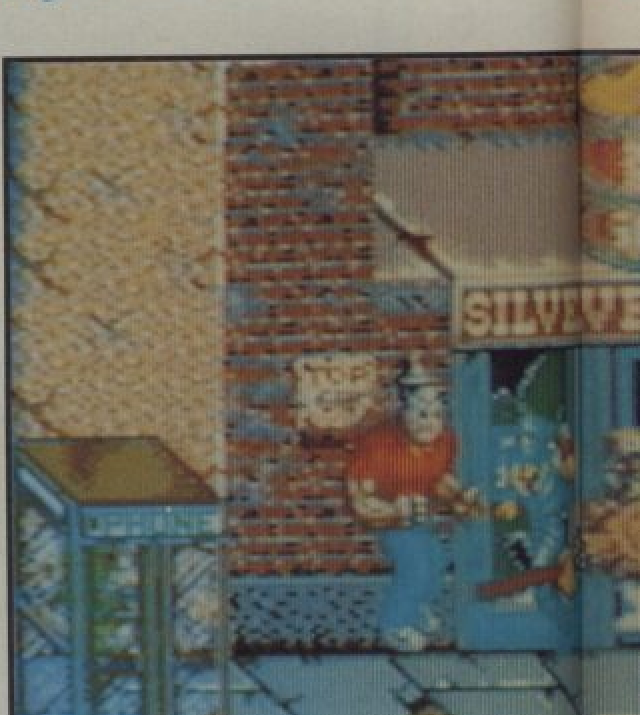


The whole world's gone mad! Corporation and the naff Shadow of the Beast 2 hog the limelight, with KO2 relegated to third, and International 3D Tennis bombing out of the chart altogether! Gibber, gibber!

ROB'S TIP FOR THE TOP

If anything is going to be at the top next month, I'd think it'll probably be either RoboCop 2, the totally brilliant Lotus Esprit Challenge or those blasted Turtles...







Ai caramba! Budget gear reigns this month, with Shadow Warriors being the only full-price title in the whole chart! Overall, it's all pretty naffola, with the obvious exceptions of the excellent Salamander and Rastan.

ROB'S TIP FOR THE TOP

The mists are clearing, and in my crystal ball, I see... those heroes in a half shell, or (!) possibly even RoboCop 2.

C64 TOP 20

1	-	Quattro Adventure	Code Mstrs	77%
2	-	Rastan	Hit Squad	89%
3	2	Paperboy	Encore	68%
4	-	DT Olympic Chall	Hit Squad	73%
5	1	Pro Boxing	Code Mstrs	77%
6	5	Fantasy Dizzy	Code Mstrs	81%
7	-	Salamander	Hit Squad	90%
8	8	Quatro Sports	Code Mstrs	70%
9	3	Shadow Warriors	Ocean	88%
10	-	Temple of Doom	Kixx	50%
11	7	Yogi's Gt Escape	Hi-Tec	81%
12	-	Prince Clumsy	Code Mstrs	63%
13	-	4x4 Off Road	Kixx	60%
14	4	Match Day 2	Hit Squad	89%
15	16	Ruff and Reddy	Hi-Tec	67%
16	-	Summer Olympiad	MicroValue	34%
17	-	Quattro Combat	Code Mstrs	67%
18	-	Imposs Mission 2	Kixx	92%
19	11	Road Blasters	Kixx	59%
20	-	International Mngr	D+H Games	60%



HA! Told you so - F19 is still flying high at the top spot this month. Kick Off 2 is still clinging on for dear life at number 8, and BSS Jane Seymour is in at number 16, but apart from that, there's nothing else to get excited about, really.

ROB'S TIP FOR THE TOP

Hmm, this is tricky. I reckon F-19 will hang on to the number one spot, followed by those lean green fighting machines (no, I'm not saying Turt - arrgh!).

ATARI ST TOP 20

1	1	F19 Stealth Ftr	Microprose	89%
2	-	Targhan	Action 16	61%
3	4	Pro Tennis	Code Mstrs	70%
4	-	Yogi's Gt Escape	Hi-Tec	83%
5	-	Shadow Warriors	Ocean	84%
6	5	Italia 1990	Code Mstrs	28%
7	-	Future Bike	Hi-Tec	72%
8	2	Kick Off 2	Anco	95%
9	-	Pro Powerboat	Code Mstrs	64%
10	-	Fast Lane	Action16	24%
11	-	Formula 1 GP	MicroValue	63%
12	-	Falcon Disk 2	Mirrorsoft	93%
13	-	Orient Games	Microstyle	83%
14	-	Rorke's Drift	Impressions	77%
15	12	Drivin' Force	Dig Magic	79%
16	-	BSS Jane Seymour	Gremlin	91%
17	-	Battle of Britain	US Gold	89%
18	15	Football Mngr 2	Addictive	77%
19	-	On Safari	Action 16	22%
20	-	F29 Retaliator	Ocean	60%





SPECTRUM TOP 20

1	-	Rastan	Hit Squad	89%
2	5	Shadow Warriors	Ocean	86%
3	1	T I Dizzy	Code Mstrs	80%
4	9	Temple of Doom	Kixx	75%
5	2	Pro Boxing	Code Mstrs	79%
6	-	Quattro Adventure	Code Mstrs	63%
7	-	DT Olympic Chall	Hit Squad	74%
8	6	Fantasy Dizzy	Code Mstrs	80%
9	10	Yogi's Gt Escape	Hi-Tec	80%
10	4	Match Day 2	Hit Squad	87%
11	-	Manager	GTI	64%
12	-	Pro Golf	Atlantis	60%
13	-	Hong Kong Phooey	Hi-Tec	35%
14	8	Paperboy	Encore	89%
15	11	Jack the Nipper 2	Kixx	77%
16	-	Wonderboy	Hit Squad	60%
17	15	Question of Sport	Encore	65%
18	-	The Munsters	Alternative	56%
19	3	World Cup Chall	Players	72%
20	14	Road Blasters	Kixx	63%



It's even worse here than the C64 chart - all budget software!! Again, there's nothing really outstanding here, although Rastan deserves to be at the top slot.

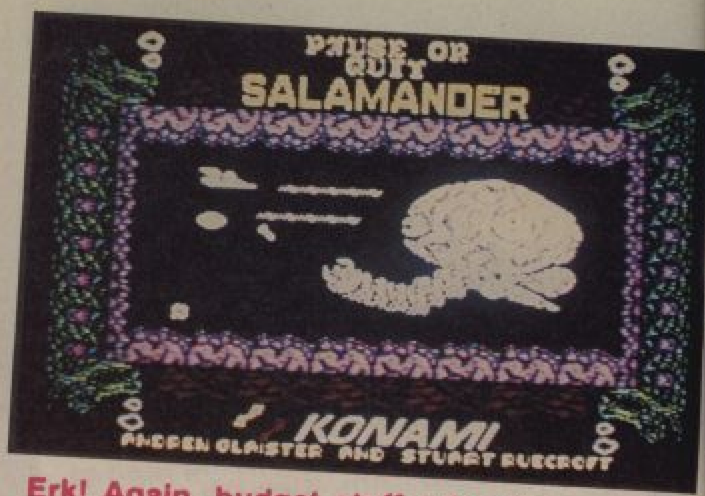
ROB'S TIP FOR THE TOP

To be totally, one-hundred percent honest with you (as I always am!), I would say it's gonna be the Turtles.

THE C+VG CHARTS

AMSTRAD TOP 20

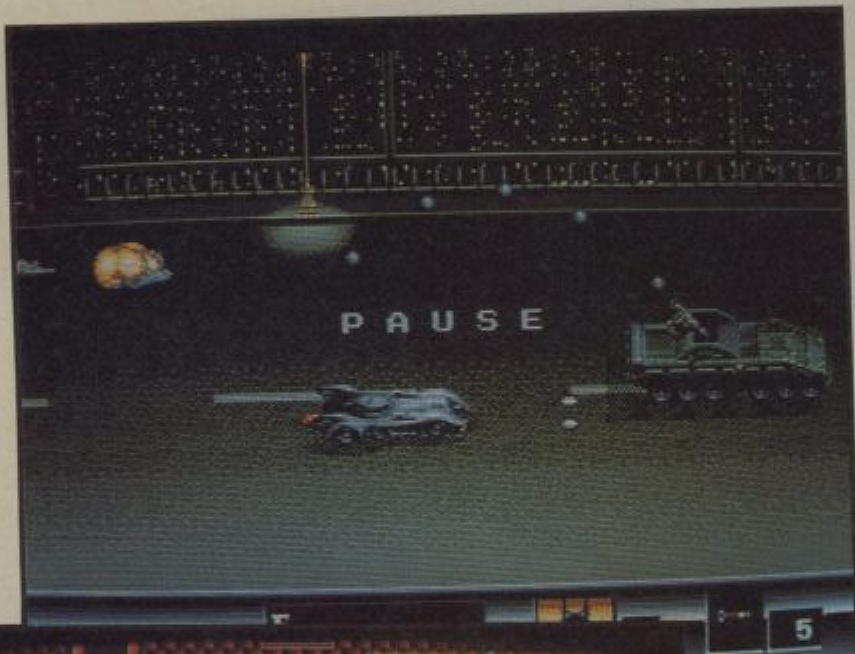
1	-	Quattro Adventure	Code Mstrs	74%
2	1	Temple of Doom	Kixx	63%
3	16	Shadow Warriors	Ocean	86%
4	4	Pro Boxing	Code Mstrs	77%
5	-	Hong Kong Phooey	Hi-Tec	36%
6	-	Pro Golf	Atlantis	70%
7	-	Rastan	Hit Squad	88%
8	-	Salamander	Hit Squad	64%
9	2	Paperboy	Encore	85%
10	7	Big Tr / Little China	Alternative	59%
11	-	DT Olympic Chall	Hit Squad	64%
12	-	4x4 Off Road	Kixx	61%
13	-	The Munsters	Alternative	54%
14	12	Ruff and Reddy	Hi-Tec	72%
15	5	Question of Sport	Encore	65%
16	10	Match Day 2	Hit Squad	86%
17	19	Cauldron 1+2	Hi-Tec	83%
18	16	Rock Star	Code Mstrs	78%
19	11	Jack the Nipper 2	Kixx	77%
20	20	Live and Let Die	Encore	70%



Erk! Again, budget stuff rules the roost, with only Shadow Warriors making a full-price stand. Match Day 2 stands alone as the only footy game knocking about, but the rest of the stuff seems to be a mixed bag of fair to middling games.

ROB'S TIP FOR THE TOP

I don't mean to sound repetitive or anything, but from the sheer strength of it, it seems like those ruddy Turtles will be slicing their way to the top this time next month.









PC ENGINE TOP 5

1	2	Devil Crash	93%
2	-	Don Doko Don	93%
3	4	Ninja Spirit	83%
4	1	Super Star Soldier	89%
5	5	Super Foolish Man	81%

MEGADRIVE TOP 5

1	2	Super Monaco GP	95%
2	1	Moonwalker	90%
3	-	E-SWAT	93%
4	-	Batman	94%
5	-	Insector X	91%

PC ENGINE

That smashing pinball scorcher Devil Crash bowls into the top slot, followed by the wacky Don Doko Don and Ninja Spirit. Super Star Soldier slides to number four, and Super Foolish Man stays where he is.

MEGADRIVE

Super Monaco GP screeches into pole position this time round, with Michael Jackson moonwalking into the second slot. E-SWAT holds third, while Batman and Insector X hold fourth and fifth places respectively.


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BUD

ACE & ACE 2
ENCORE

It looks like two-game action is flavour of the month in Budgetsville! After the brill Bug Bash/Nucleus job, here's Encore's offering. They've bundled together ACE and ACE 2 in what must rank as one of the greatest double acts since Little and Large (hard to believe - ED).

Both games are flight simulators with the emphasis on arcade-style combat (particularly ACE 2) and both received juicy accolades when they first came out. On the Spectrum and C64 this double pack is simply a must - both games are totally different, so you're not just getting the same old rubbish twice, either! An essential purchase at the oh-so-lovely budget price!

C64
£2.99

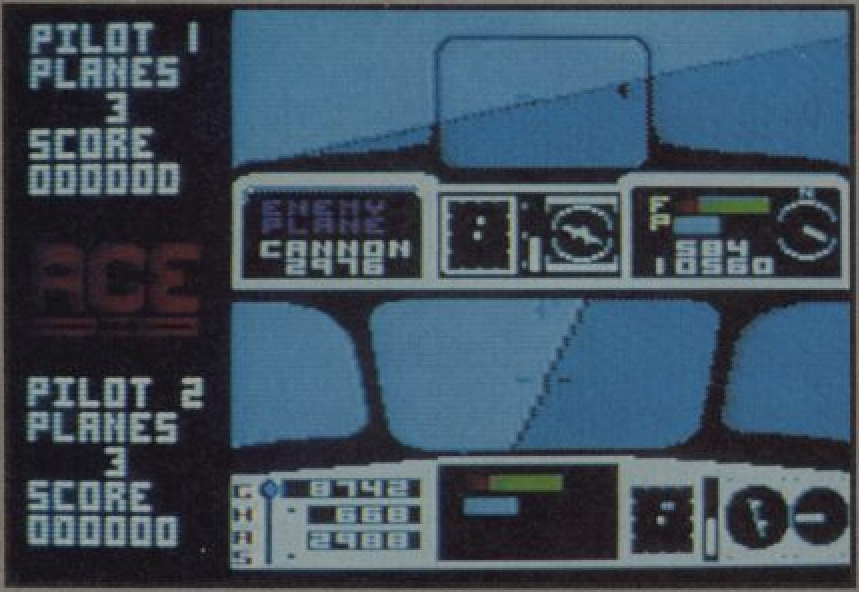
Seek and purchase these two lovely flying games immediately - before they've sold out!

OVERALL 90%

SPECTRUM
£2.99

Nnyyeeooooooww! Dakka dakka dakka! ACE 2 isn't so hot on the ol' Speccy, but ACE is really good. At the magic price, you can't go wrong!

OVERALL 87%





PRO GO-KART SIMULATOR
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Burn along to three test tracks and race YOUR Go-Kart against four of the craziest Go-Karting enthusiasts ever to hit the face of the Earth. Aha! But you have a secret weapon up your sleeves (and presumably on your Kart) - turbo boost power!

As you can tell from the screenshot, the viewing area in this 3D game isn't quite large enough, and even with this reduced space, the 3D itself is jerky and unconvincing. My advice is to forget about this tepid release right now and choose something better, like that fine golden oldie (now also at budget price) Enduro Racer.

SPECTRUM
£2.99

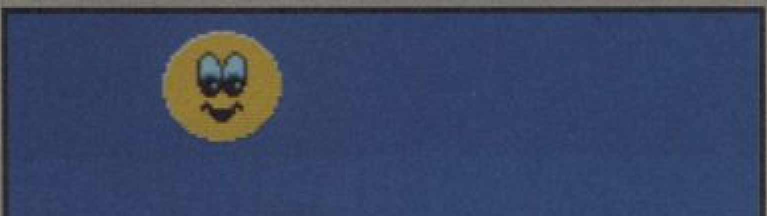
This isn't really that bad, but quality games of this ilk are two a penny at the budget price.

OVERALL 52%

BUG BASH & NUCLEUS
MICROTEC ENTERTAINMENT

Here's a novelty: two original Amiga games sold in a double pack for thirteen quidlets! Of course, it doesn't matter how many games you bundle together if they're all a complete sack of dung, but here Microtec Entertainment have come up with a couple of corking quality numbers.

Bug Bash may sound like a game with Centipede overtones, but you actually end up with a horizontally scrolling (as smooth as a coin-op) garden-based blast 'em up. Beautiful graphics and brilliant sound tracks add loads to the trash collecting mayhem. This game could sell on it's own for thirteen quid - I kid you not!



After the smashing Bug Bash, Nucleus is a tad disappointing. Best described as a game with definite R-Type overtones, it has totally groovy sonics and slightly cluttered graphics, but unfortunately the scrolling's a bit too slow as is the firing rate of your ship, and the collision

DGET

RUFF AND REDDY
HI-TEC

In this platform game translation of the Hanna Barbera cartoon characters, Ruff and Reddy have been kidnapped by the Lilli-Punies (great names, huh?) where they learn that some of the other Lilli-Punies have been captured whilst exploring a new planet. You have to earn Ruff and Reddy's freedom by rescuing said captured aliens. There are four areas of alien planet to explore, with twenty Lilli-Punies to rescue.

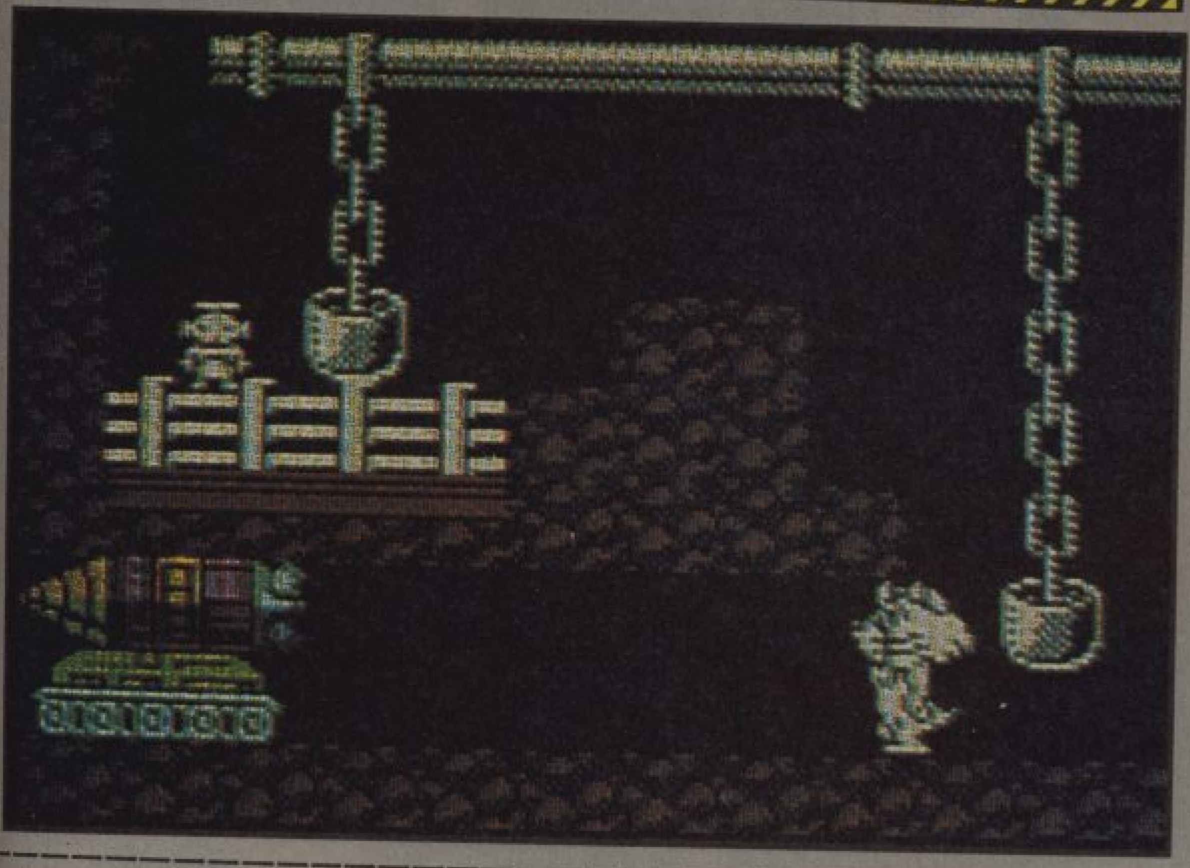
When all's said and done, Ruff and Reddy has a pretty uninspired game design, namely, go around the screens picking up bonuses. However, it's still quite nice to play and at least has appealing graphics. Not the greatest bargain ever, but a decent game nonetheless.

SPECTRUM
£2.99

A fair platform game that should keep arcade adventure addicts happy for a while.

OVERALL 68%





detection is sometimes suspect.



AMIGA
£12.99

Bargain of the month and no mistake! Bug Bash is the main attraction here and beats the pulp out of many full price efforts! Nucleus is a decent "freebie" - so go for it!

OVERALL 83%

QUESTION OF SPORT
ENCORE

Does this game need any introduction? Apparently so, it seems. Take control of either Ian "The Brane" Botham or Bill "Bill" Beaumont answering questions from the inimitable David "Err... Remarkable!" Coleman.

The computer version takes six rounds from the original quiz show and "re-works" them in order to make them fit the multiple choice format. What this generally means is that the only connection between this and the TV show is the names of each round. The picture board for example isn't a case of identifying the celebrity - it's now a random sporty question that you'll have to answer.

Six repetitious rounds of this sort of bland trivia isn't super-exciting by any stretch of the imagination, and at ten quid - you must be joking!

AMIGA
£9.99

A pretty ghastly "translation" of the TV show, only for the most single-minded sports trivia buff.

OVERALL 42%

PC
£9.99

You'd need to be some kind of David Coleman groupie to have fun playing this game.

OVERALL 42%

ST
£9.99

A bit too similar to the Amiga version for most people's liking. Buy it only if you suffer from chronic insomnia.

OVERALL 42%

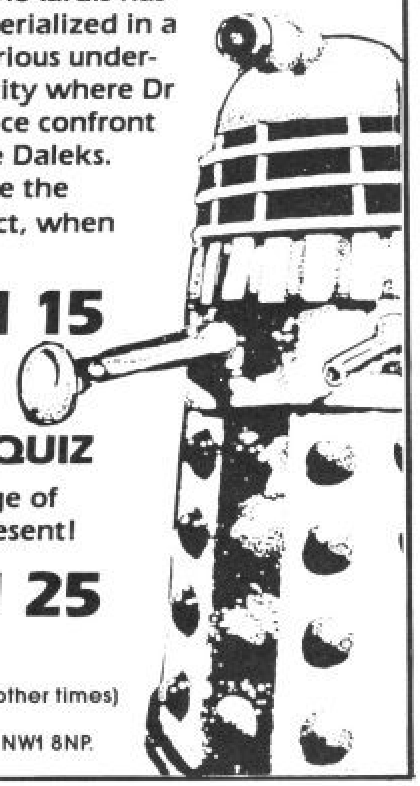
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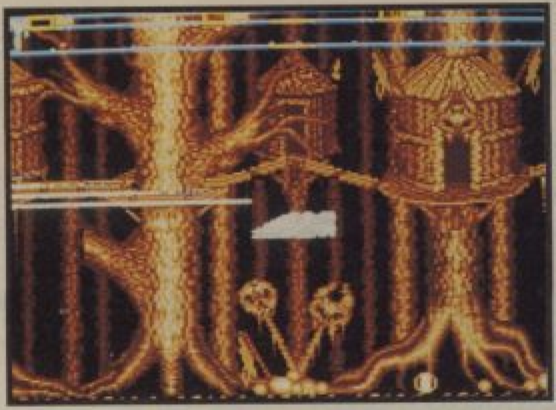
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ANARCHY
PSYCLAPSE

The anarchists are back, this time on your trusty Amiga - but they're still up to their old chaotic tricks. So, waste no more time. Get into your ship and start the carnage! You've still got to look out for key personnel imprisoned in cannisters on the planet's surface and make sure that the anarchists don't get to them, and don't forget to make full use of the extra weaponry available - as the saying goes "there's a lot of it about".

Psyclapse haven't disappointed us in bringing their corking Defender variant to the Amiga. The action's even faster and smoother than the ST game and the sound is even more heavy. Check it out as soon as you see it gracing the shelves of your local software shop.

AMIGA
£19.99

A roaringly good defender game that's a bargain at twenty sovs.

OVERALL 92%

M1 TANK PLATOON
MICROPROSE

After a successful tour of duty on the PC, M1 Tank Platoon finally makes it to Commodore's 16 bit wonder and it ain't 'alf bad, chief! There's a wealth of missions on offer here from the pretty tedious target destruction to the in-the-thick-of-it Soviet tank busting! Although you take the helms of a platoon of tanks, the enemy aren't quite so restricted. They'll throw a whole defence budget's worth of heavy metal at you, so look out for airborne targets as well!

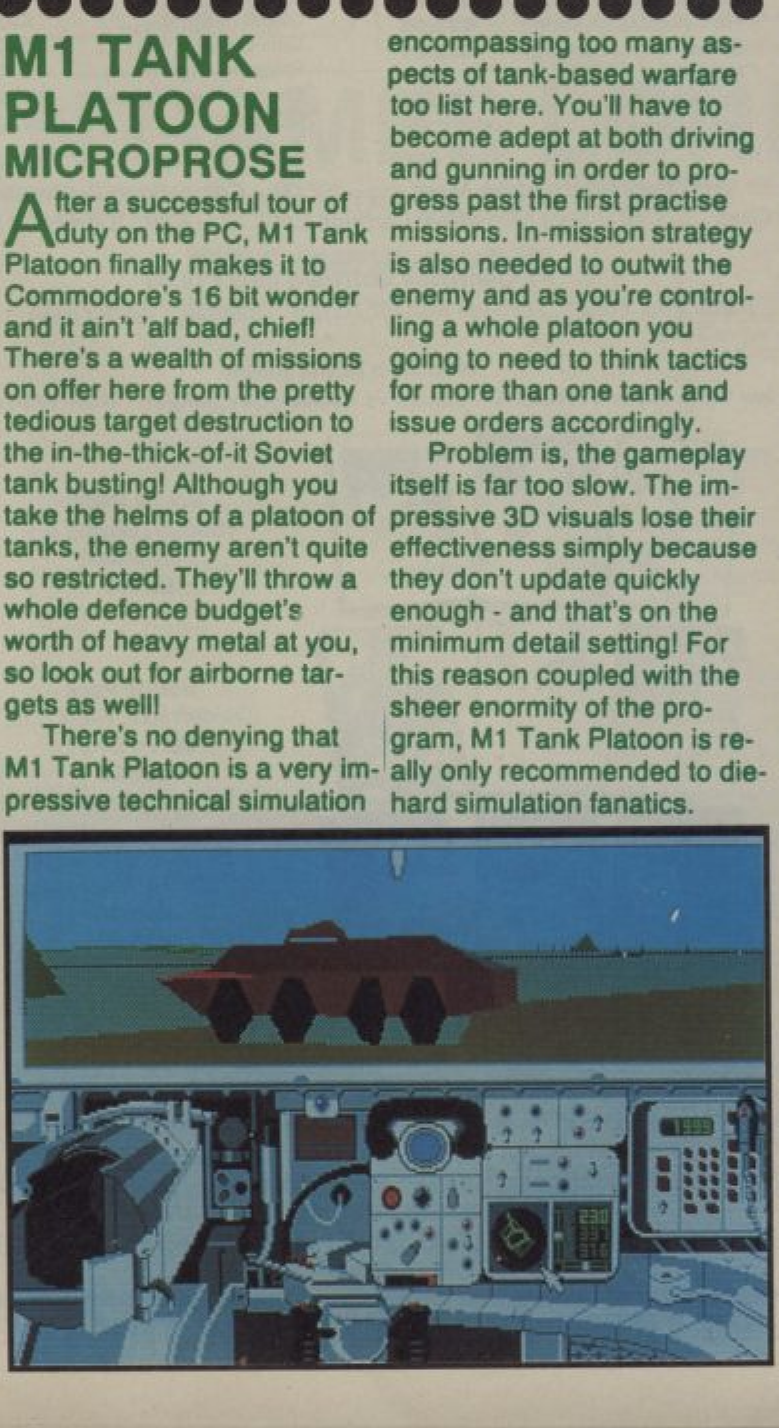
There's no denying that M1 Tank Platoon is a very impressive technical simulation encompassing too many aspects of tank-based warfare too list here. You'll have to become adept at both driving and gunning in order to progress past the first practise missions. In-mission strategy is also needed to outwit the enemy and as you're controlling a whole platoon you going to need to think tactics for more than one tank and issue orders accordingly.

Problem is, the gameplay itself is far too slow. The impressive 3D visuals lose their effectiveness simply because they don't update quickly enough - and that's on the minimum detail setting! For this reason coupled with the sheer enormity of the program, M1 Tank Platoon is really only recommended to die-hard simulation fanatics.

AMIGA
£29.99

Great for simulation fans. Not so enthralling for people expecting some exciting tank blasting.

OVERALL 79%



SHADOW OF THE BEAST 2
PSYGNOSIS

You thought you had foiled the Beast Mage's evil designs in Beast 1, didn't you? Well, in this sequel he's



INDIANAPOLIS 50[0]
ELECTRONIC ARTS

Finally! The rip-roaring, totally fabbo PC formula one racer hits the Amiga! Hurrah! Well, the good news is that this particular version looks and sounds EXACTLY like the PC version running at 26 MHz with an Ad Lib sound board! We're talking very good indeed! The 3D polygon graphics are amazingly fast, the sound is just completely topper and the playability's as red-hot as ever.

The bad news is that the simulator feel of the game is perhaps too strong - the car is quite hard to control effectively, and the other drivers are no push-over, either. Add that to the fact there is only one circuit to drive around and you could grow a bit bored with Indy after a couple

MATRIX MARAUDERS
PSYCLAPSE

Take to the Matrix with the aid of Psyclapse's latest release. Yes, it's another future sport that promises excitement, thrills and spills but doesn't quite deliver.

Psyclapse describe this as

made off with your kid sister (as depicted in the brill intro sequence) and you must run, jump and kill until she's back with the good guys.

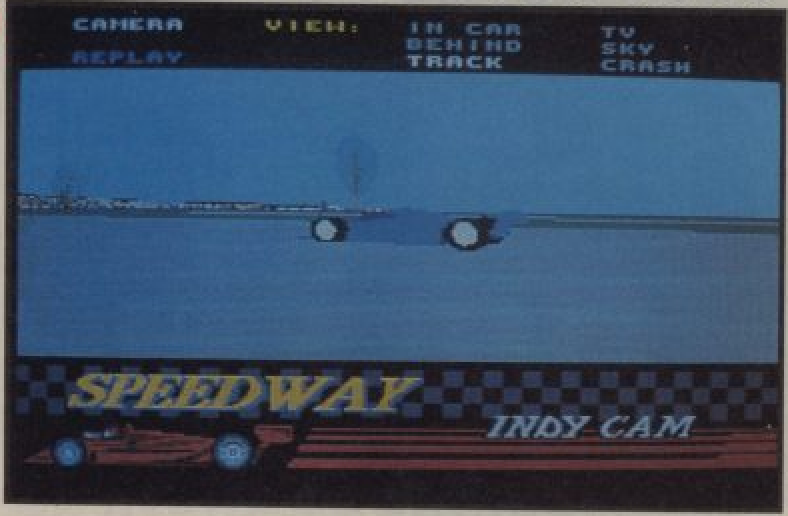
Beast 2 has wonderful graphics (which aren't quite as good as the original), pretty good sound (ditto) and vastly annoying gameplay. Disk access time is simply too long, and it's simply too easy to die. Believe me, Beast 2 is significantly worse than the original. If you were over the moon with the type of capers Shadow of the Beast proffered, then Beast 2 might well warrant purchase - but at thirty five quid (albeit with "free" yucky t-shirt), you must be kidding.



AMIGA
£34.95

Hmmm. Not really that bad, but un-user friendly gameplay isn't hidden by the brilliant visuals.

OVERALL 59%



of weeks play.

Still, it can't be denied that Indy 500 is totally fab with all the fun of the PC version crammed in! All the thrills, spills and laffs of turning a hundred and eighty degrees and driving head-on into the opposition are still there to be savoured! See this game in motion and prepare to be amazed!

AMIGA
£24.99

A terrific driving game that simply must be seen to be believed!

OVERALL 90%

a "superfast 3D abstract computer racing game", and while it's certainly abstract it's couldn't really be described as superfast, and while playing you get the feeling that it's more of a shoot 'em up than a racing game.

Still, the presentation is faultless and there's a load of weaponry available, it's just that this isn't the unique experience the hype merchants would have us believe it is. Check it out by all means but don't get your hopes too high.

AMIGA
£19.99

A so-so game design, spruced up with decent graphics and sonics.

OVERALL 69%

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LOOPZ

BY AUDIOGENIC SOFTWARE

Imagine elements of Tetris being mixed and matched with some original concepts thought up by the tortured minds at Audiogenic and you're some way to describing some of the "delights" Loopz has in store for you.

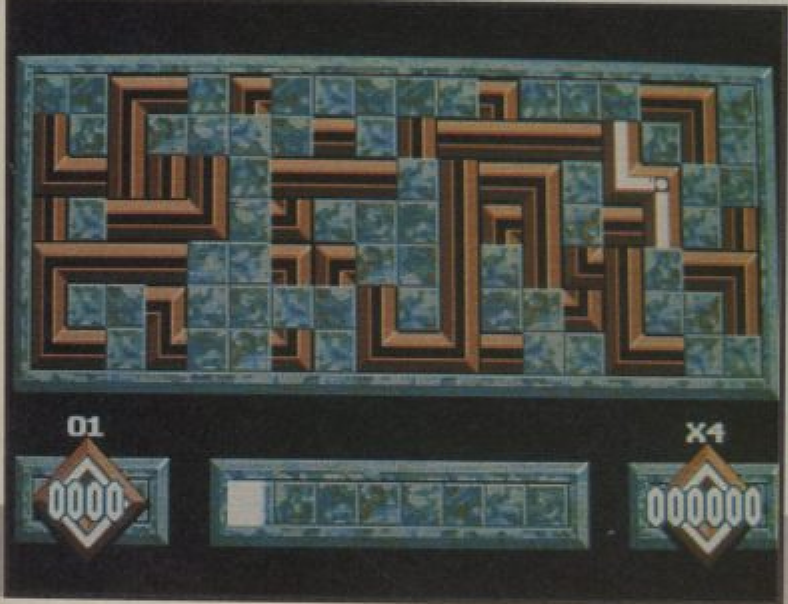
It's your job to take the shaped pipes the computer dishes out and arrange them around the playing area into loops. It's not quite as easy as it sounds though. The game isn't going to make matters easy for you and whilst you're waiting for one loop to be completed you may have construct many more simultaneously in order to keep on going. Completed loops disappear, enabling the loop-creating larks to continue.

Don't hang about pondering your next move, because every time the computer gives you a piece of pipe to play with, a timer starts counting down. Get rid of that piece before time runs out or you lose a life...

▼ *Loopy larks abound in the new Audiogenic game.*



▼ *An example of how not to play the game!*



UPDATE

Audiogenic are planning versions of Loopz for the C64, Spectrum, Amstrad, SAM Coupe, PC, MSX, BBC, Macintosh and even the Amstrad PCW! There's also a Nintendo version which is coming out in the States pretty soon, and should appear on this side of The Pond by next summer.

ST £19.99

ST Loopz is much the same as its Amiga counterpart. It's good, but doesn't run rings round the opposition by any stretch of the imagination.

OVERALL 79%

AMIGA £19.99

After the terrific C64 Emlyn Hughes soccer, we haven't really seen anything too amazing from the Audiogenic lads. Loopz, however, shows that they're back on the track to glory! The basic loop creating gameplay may seem a bit too simplistic, but that's probably the game's greatest strength. A sense of real achievement is gained after completing a really complex loop, but having said that, the levels of strategy in this game don't quite match up to the thought and planning required in Tetris or Pipe Mania. The graphics serve their purpose, but a lot of companies are putting a lot of fancy graphical touches to their puzzlers these days and Loopz looks a bit dated. The sound isn't so bad, but David Whittaker's tunes sound flat and unexciting. I'm usually a sucker for a decent puzzler, but that indefinable something that made Klax and Tetris the classics they are is simply not present in this otherwise decent offering.

RICHARD LEADBETTER

GRAPHICS	67%
SOUND	66%
VALUE	84%
PLAYABILITY	83%
OVERALL	79%

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▶MEGADRIVE

MOONWALK

BY SEGA

The man with the glove is back, and this time, he's brought his chimp. Yep, Michael Jackson is out to save the children of the world from the evil clutches of Mr Big and his cronies, before he subjects them to all sorts of twisted tortures (eek!).

Jacko travels through five levels (each consisting of three sub-levels) of platform action, before confronting Mr Big himself on the sixth. Michael isn't powerless, however, and has deadly stardust at his disposal to blow away any opponents. If things get a



▲ Staircase hilarity with Bubbles the chimp.



▲ Piano pranks with Wacko Jac



Aaow! Jackson struts his thang!



▲ Jackson japery - better than Callanetics!



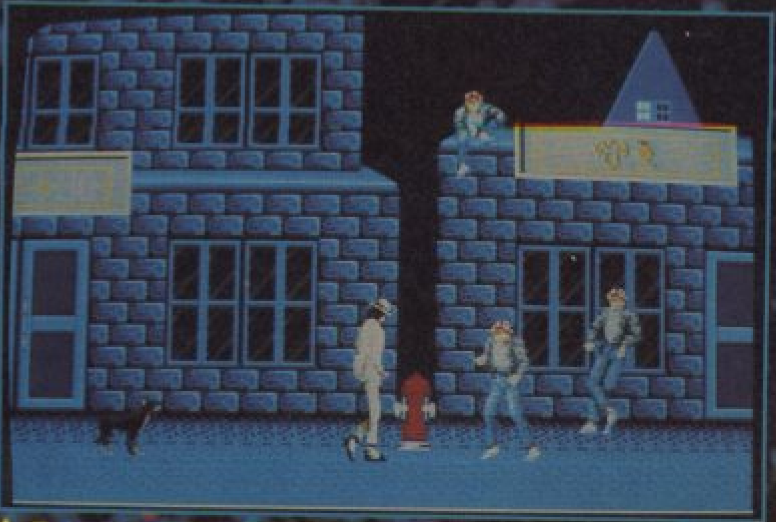
MOON

KER



o Jacko!





▲ Beat It, Michael!

bit too hairy, however, our Mike has three levels of magic (which act like smart bombs) to knock out any bad guys on screen.

Every so often, a falling star will appear, and if our hero can catch it in time, it will transform him into a giant silver robot, equipped with laser cannons and a rocket pack!

Once all the kids have been rescued, Bubbles the chimp will jump onto Michael's shoulder, and direct him towards the end of the level where a nasty guardian keeps the entrance to the next level covered. Success will mean freedom for the kids (and a new album from Mike, no doubt), failure will mean doom and destruction (and two new albums - sorry, only kidding...).

Aoow! Thanks to Spectresoft of Covent Garden for the loan of the Moonwalker cart for this review.

▼ Bubbles points the way to Mr Big!



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MEGADRIVE
£39.00

AAOW! There's only one description for this - it's bad! Right from the outset, the presentation alone makes Moonwalker a treat to play. The visuals are great, especially the moonwalking, spinning, grooving-around Michael sprite. The smart bomb feature is hilarious, especially when it's powered right up so that the bad guys start boogying to the relevant tune before going splat! The music is what sets Moonwalker head and shoulders above other games of this type - the sound. Note-perfect renditions of Billie Jean, Smooth Criminal, Bad, Thriller, Beat It and Another Part of Me thump out of the speakers, and the inclusion of various howls, oohs and other Jackson-type sound effects add further to the atmosphere. My only niggles are that the gameplay itself is rather simplistic (climb around the platform, blat a few nasties, rescue the kids) and a tad repetitive, and the level six space shoot 'em up is a bit of an anti-climax, but the audio-visual aspect more than makes up for this.

ROBERT SWAN

GRAPHICS	95%
SOUND	94%
VALUE	89%
PLAYABILITY	86%
OVERALL	88%

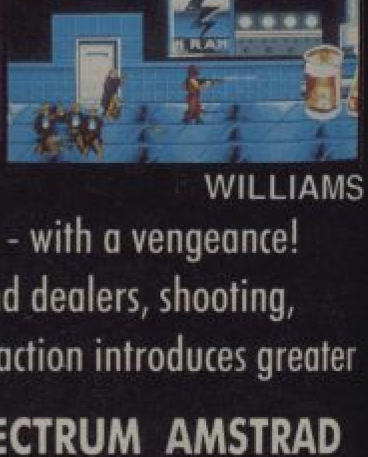
WALKER

NARC™

NO-ONE HAD THE GUTS UNTIL NOW!







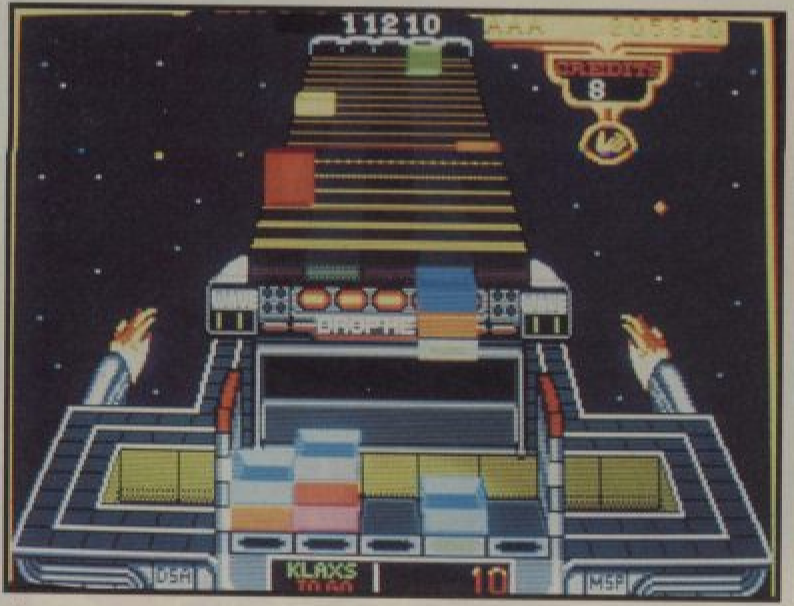
WILLIAMS

The hottest coin-op game in the past two years now comes storming on to your computer - with a vengeance! Controlling a Miami-Vice-style cop, you crusade through the criminal world of pushers and dealers, shooting, arresting and basically destroying everything in sight! Every level of tense and non-stop action introduces greater hazards, traps and firepower in what has been hailed as the greatest shoot'em-up coin-op game ever!

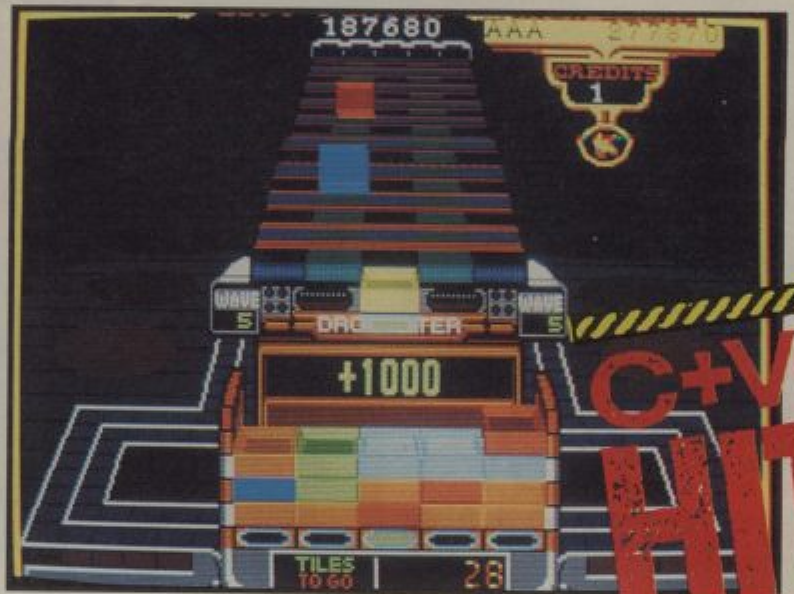
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▲ *Klick, klack, klax!*



▲ *28 tiles to go - eek!*

C+VG HIT!

KLAX

BY TENGEN

Apparently, in the good ol' USA, Klax is a something akin to a national institution - if you don't Klax very often, your street credibility rating is on par with that of a public lavatory attendant! This is all quite strange for a game where the main object just involves creating some nice, pretty patterns.

Perhaps I should elaborate slightly. You control a paddle that scoops up coloured tiles from the on-screen ramp and arrange them in the bins at the foot of the screen into patterns. Patterns make points (whaddo patterns make?) and that's Klax's main objective.

A bog standard Klax is just three tiles of the same colour in a row in any direction. Klaxes involving more tiles usually give you more points, and the tiles disappear once you've "klaxed" them. That being the case, you can rest tiles on top of one another, so that when you've klaxed one, the tiles fall down to immediately form another klax. It requires a degree of skill, but you get BIG points for your efforts!

There are one hundred waves in Klax, and the object of each wave is slightly different. Klax Waves simply demand that you complete a number of klaxes, but others like Diagonal Waves, Tile Waves and Point Waves have differing objectives (making diagonal klaxes, clearing a set number of tiles and scoring a set number of points).

But beware! The onslaught of tiles running down the ramp just gets faster and faster, so be sure to get the big points early! When all the bins are full it's game over - so get klaxing!

Thanks to PC Engine Supplies of Stoke and Spectresoft of Covent Garden for the loan of TWO Klax cartridges!

▼ *Choose your level.*



UPDATE

There are already some super Klax conversions available on all popular 8 and 16 bit formats from the Tengen/Domark stable, so go for it, computer owners! Lynx Klax is coming soon, and don't be too surprised if it crops up on the Megadrive in the not-too-distant future.

PC ENGINE
£34.95

Make no mistake, Klax is a pixel perfect copy of the arcade original! Everything that made the coin-op look and feel like an absolute dream has been incorporated into this Engine conversion, even down to the rounds of applause and the sampled "ooohhhh!" when you pull off a rather ingenious multiple Klax! The concept itself relies on pure brain-power, but even if you're as thick as two short planks you'll find a great deal of fun can be gleaned from this little gem. For a game that isn't visually exciting by any stretch, you'll find that this is probably one of the greatest Engine cards available. You'd need to be a gibbering imbecile to avoid this, so buy it now - you won't regret it!

RICHARD LEADBETTER

GRAPHICS	81%
SOUND	86%
VALUE	95%
PLAYABILITY	96%
OVERALL	95%


MONTY PYTHON'S FLYING CIRCUS
THE COMPUTER GAME
IT'S A GOOD GAME
NO IT'S NOT
YES IT IS!
"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". The One 85%
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SUBBUTEO



BY ELECTRONIC ZOO

Sub-booo-te-oh! What a brill game, eh? Many were the days I was huddled over the green felt pitch flicking little plastic figures around, trying to knock a small plastic sphere into the back of a net. Ah, bliss...

Well, those days are back in digital glory with the computer versions of this classic game. Subbuteo the Computer Game is played in the same fashion as the table-top version. You can select which player to use, where to flick him, how much power you should use, in which direction and so forth.

Before you kick off you can select whether to play a one on one match or a full league with up to eight separate players. You can then select team colours and names, then it's time to get started. In the 16 bit versions, the pitch is viewed in 3D, so you can spin the playfield to check the direction of your next shot before making it.

If a foul or similar breach of the rules is made, you can refer to the built-in rule book, which states what you have done wrong and how to avoid doing it again.



▲ *3D revolution-ary Subbuteo!*

UPDATE

Goliath Games (of Track Suit Manager fame) are programming versions for the ST, Spectrum, C64 and Amstrad. The 8 bit versions won't have the 3D point-of-view, but that shouldn't affect the gameplay too much.



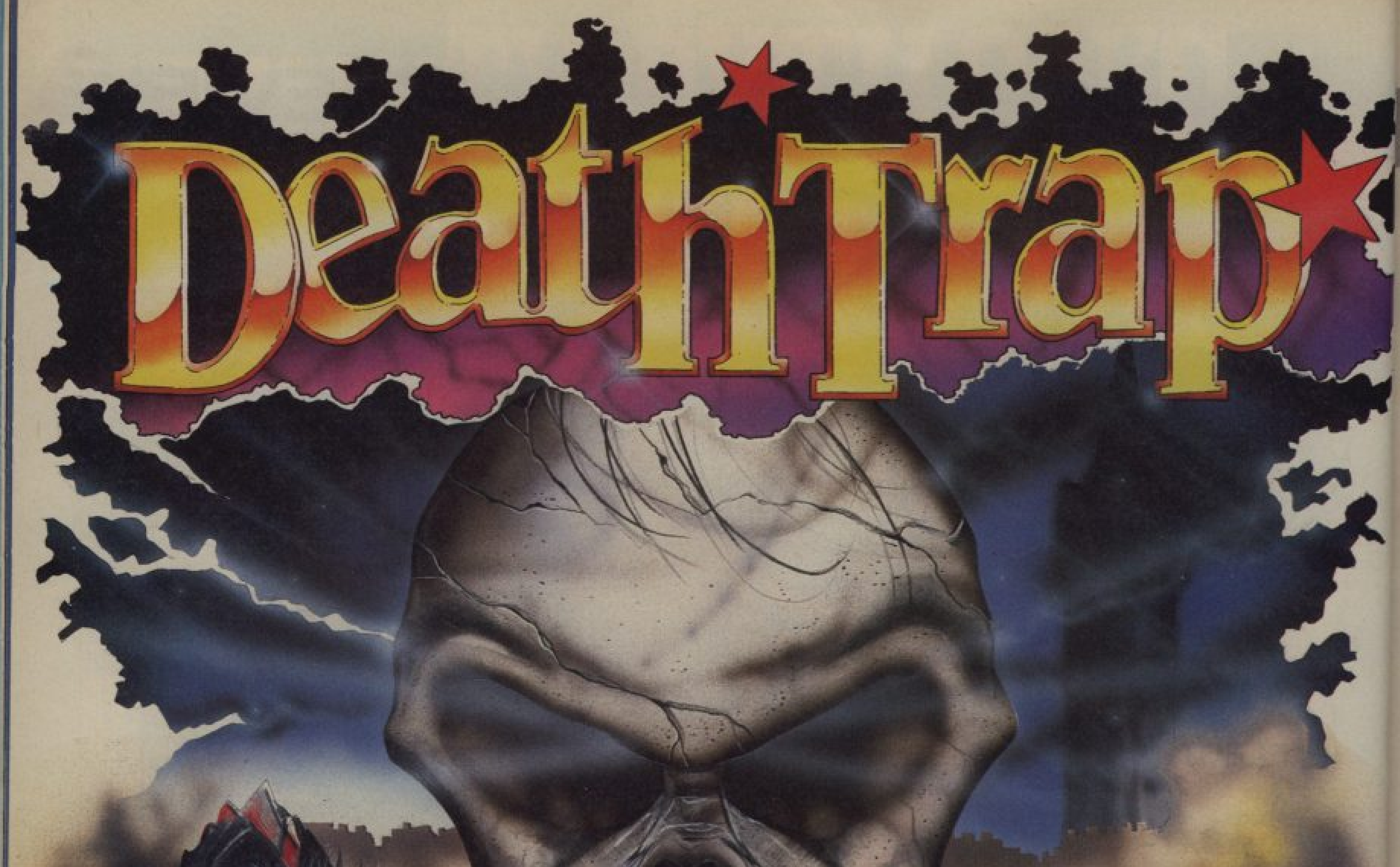
▲ *Click to kick in Electronic Zoo's latest!*

AMIGA £24.99

My first reaction to a conversion of Subbuteo was, and still is, why? Apart from the computer opponent, the game is the same, and to my mind it was the interaction between real people that accounted for a good deal of the board game's appeal. The computer version is well presented, and follows the FISA Subbuteo rule book to the letter - any wrong move is instantly picked up by the computer ref. The graphics are very nice, and perform their function well, but sound is sparse with the exception of a jolly title theme. The gameplay is quite slow in comparison with the table-top version, so unfortunately you can find yourself getting bored with it quite rapidly. To be frank, Subbuteo is a bit of a loss, not because it's badly put together (in fact the opposite is true) but because you could go out and buy the real thing for less, and have a heck of a lot more fun.

ROBERT SWAN

GRAPHICS	81%
SOUND	62%
VALUE	73%
PLAYABILITY	77%
OVERALL	75%







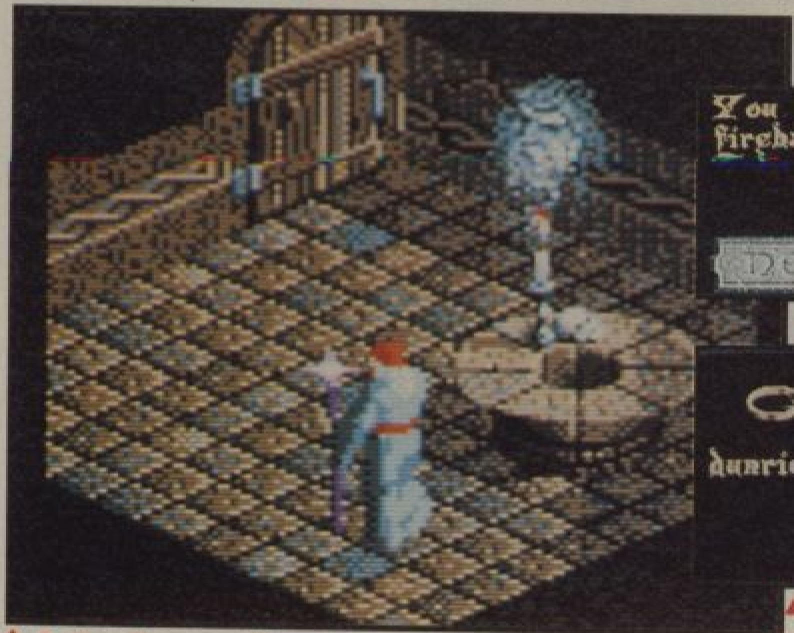
A trap so deadly that it has remained inviolate for five centuries, so ingenious that it gently lures an intruder to a certain death, a trap worthy of Shankriya, the magician king, a tyrant and absolute ruler of vast lands.

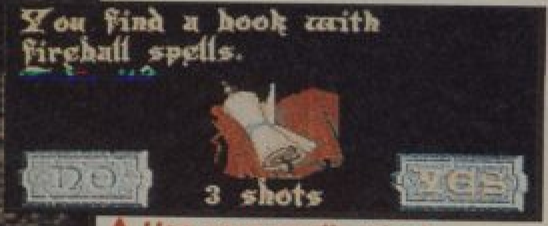
The trap is set in a multi level labyrinth deep in the bowles of the earth and populted by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shankriya's power.

Only a very brave man, dexterous, with exquisite sense of timing, versed in martial arts and a flair for mixing potent magic potions, can ever hope to survive the infamous DEATH TRAP.

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▲ Use your spells wisely.



▲ Keep a track of your belongings

▲ A ghastly apparition issues forth...

THE IMMORTAL

BY ELECTRONIC ARTS

Lend an ear to my tale, my friends - and ready yourself for a story of terror and constant endurance against the odds. It started with the disappearance of my aged wizard mentor - Mordamir, famed wizard of the Crimson Keep. The last that I'd heard of him was that he'd begun to explore the mysteries of the dark labyrinth, seeking to gain yet more mystical knowledge in his quest for Enlightenment. But the dungeon was jealously guarded by a huge fire-breathing dragon, and the tidings that I received about Mordamir's condition were far from good.

That was all so long ago that I wondered what had happened to him. All I had to base my adventures on were some scribbled notes that Mordamir made before his untimely disappearance. It was up to me to enter the dungeon and use all the skills and spells that my master taught me in order to overcome the warring goblins and trolls, and combine my power with Mordamir's against the dragon.

Levels of trap-ridden danger had to be conquered before the final confrontation. On the first level I encountered lethal goblins intent on my immediate death. Thankfully, I located a fireball spell which I used sparingly against my foes. Amongst the more lethal of the dungeon's denizens were Shades - a form of life invisible to even my magically enhanced vision. Only by lighting torches and tracking their shadows was I able to avoid them and make good my escape.

I unearthed a map which told me of all the locations of traps on this first danger-fraught level - but too late! The ground gave way before my feet and I plummeted downwards. Krang!! My magical staff hit the edges of the pit and stopped my descent. Only with quick thought and cunning was I able to swing my way up to safety...

But then, what next? A seemingly impassable chasm - only a shard of sunlight could trip that mechanism in order to let me pass. I would've had to wait over a thousand years for the light to hit the mechanism if it wasn't for the almost mirror-like amulet I'd found earlier. A quick reflective blast was enough to see me through to the next even more lethal level of the dungeon.

And that, my friends, was only the start of a truly fantastic adventure...

C+VG HIT!

▼ "Greetings oh powerful warrior!"



AMIGA
£24.99

Let's make no bones about it - if you have the honour of owning a 1MB Amiga, then The Immortal is simply an essential purchase. The whole feel of the product is faultless. The puzzles require simple lateral thought (none of this "use the plutonium on the toaster to create a thermo-nuclear missile" rubbish), and the incredibly user-friendly control method means that actually doing what you want to do can be done with the minimum of bother. What can I say about the visuals? Well, try "beautiful", "exquisite", and "superbly animated" for starters! The atmosphere generated by these quality 3D isometric graphics is simply unsurpassed, beating even Cadaver into a cocked hat. The sound isn't bad either, with an eerie organ-type number enhancing the atmosphere still further. The Immortal mixes the sophistication of the best arcade adventures with the classic Knight Lore-style gameplay - what further recommendation do you need?

RICHARD LEADBETTER

GRAPHICS	95%
SOUND	86%
VALUE	94%
PLAYABILITY	93%

OVERALL 93%

UPDATE

The Immortal will be taking Atari ST owners by storm, at the princely sum of £24.99. Expect to see something in the Updates section real soon.



A THOUSAND WAYS TO DIE...
Amiga version
Atari ST version
IBM PC version
Amiga version
Atari ST version
A TRULY MASSIVE GAME, INCORPORATING:
* 3 man years of development
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We think this game is one of the toughest action adventures ever devised. That's why we're giving away the trip of a lifetime to visit the Land of the Aztecs in Mexico – Summer 1991. To win you have to beat all-comers in
THE GREAT AZTEC GOLD RUN!
(See inside box for details.)
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.
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▲ Wap your wad on the UN counter!



◀ Airborne Spectrum chaos!

UN SQUADRON

BY US GOLD

When danger's near and deeds must done, who're you gonna call? The UN Squadron of course! Well, maybe calling three hero-types a squadron is a bit of an exaggeration, but when you're dealing with the likes of Shin Kazama, Mickey Simon, and Greg Gates, you're not really too far off the mark.

The latest in US Gold's long line of Capcom conversions enables you to become one of these trendy (check out Shin's hair-do! Aaow!) heroes. Each hero also has a different aircraft at his disposal. Shin feels most at home with his trusty Tigershark, Mickey blasts his foes away with his F-14 Tomcat whilst Greg struts his airborne thang in his A-10 Thunderbolt.

There's ten missions of blasting mayhem on offer, and two of the three heroes can play at the same time! There's plenty of enemy squadrons to be dealt with using your trusty cannon, but when the going gets tough, the smart cookies pick up the power-up tokens that litter the playing area and double their destructive prowess in one fell swoop! Yowzer! Money can also be collected, and at the end of each mission, you can buy extra gadgetry at the UN shop. Forcefields and Napalm are just two of the useful commodities you'll need to keep those enemies at bay.

The enemy can be pretty sly at times as well, so beware! They've despatched terrifying guardians to the end of each level and they'll be waiting for your call, so it's a case of pinching as many power-ups as possible, buying some mega-destructive weaponary and then kicking some enemy posterior!

SPECTRUM £9.99

I can't really say that the arcade game really appealled to me at all. The coin-op added nothing to the already flogged-to-death horizontally scrolling shoot 'em up genre. It's much the same story on the Speccy conversion. There's no doubt that the technical aspects of the game are extremely impressive - the scrolling's incredibly good with a nice turn of speed. The graphics, although monochromatic are fine as well with well-defined backdrops and decent sprites. It's just a pity that the competent coding wasn't used on a more original concept. That's not to say that UN Squadron is a bad game - far from it. There's plenty to keep you at the Speccy with some pretty decent shoot 'em up thrills on offer - and a two player mode as well. If you're a fan of the arcade machine, or a shoot 'em up fiend in general, then check out UN Squadron. No doubt you'll enjoy it immensely.

RICHARD LEADBETTER

GRAPHICS	86%
SOUND	83%
VALUE	86%
PLAYABILITY	89%

OVERALL 84%

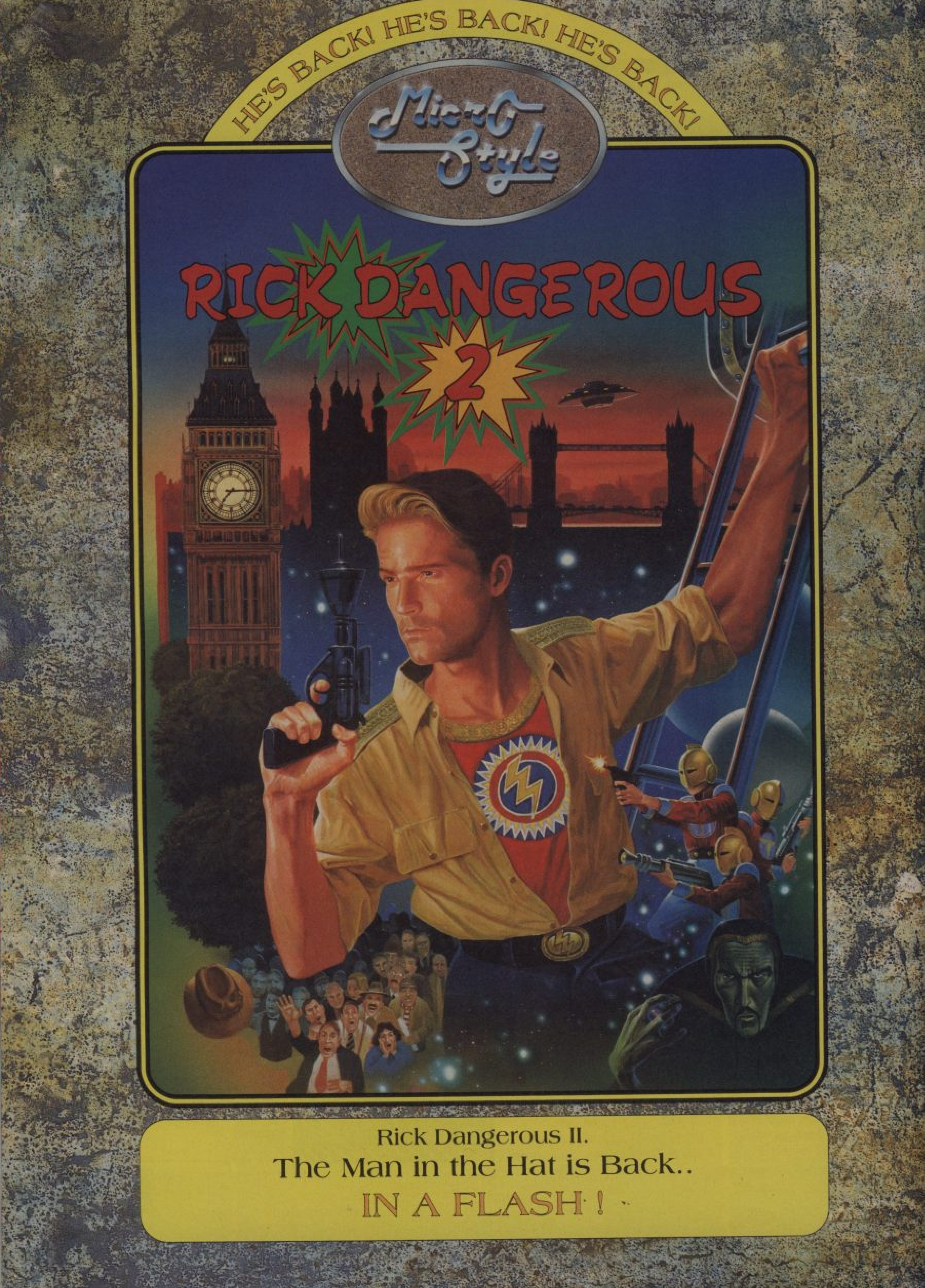
ST £19.99

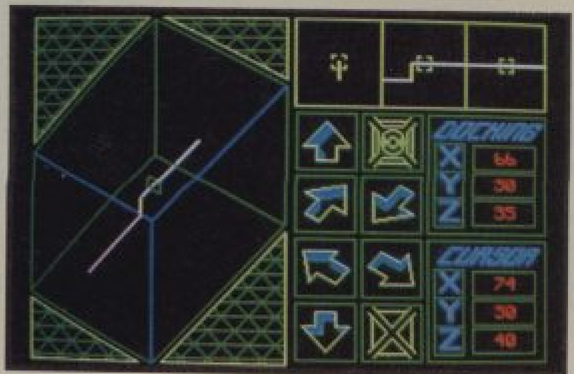
Not a stunning blast, but a pretty close conversion with great scrolling and decent sprites. ST shoot 'em up squaddies should sign up without delay!

OVERALL 85%

UPDATE

UN Squadron should be hitting Amigas, Amstrads and C64s pretty soon. Expect to part with £9.99 for the 8 bit cassette versions and £24.99 for the Amiga game.


HE'S BACK! HE'S BACK! HE'S BACK!
MicroStyle
RICK DANGEROUS 2
Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH !



▲ *Monitor your Fly's progress.*



Magic FLY

BY ELECTRONIC ARTS

Join the forces of the Federation in this 3D space shoot-out, which puts you at the controls of their latest attack ship, the Magic Fly. Several of these vehicles form an elite police force patrolling the outer reaches of the Delta Hyrconis quadrant.

Your new orders request you and the rest of the squadron investigate a small planetoid suspected of being a command base for enemy fighters. Your objective is to find and destroy the base's communications centre, then scan a new enemy prototype fighter, and finally, find an Atomic Sledgehammer weapon and use it to detonate the enemy nuclear arsenal, thus destroying the whole place.

The mouse and the keyboard are used to pilot the ship through the tunnel network while avoiding obstacles and blast doors, and destroying enemy ships with one of ten weapons. Whilst all this is going on, you must also look out for docking bays, from which you can save your position, rearm, refuel and communicate with other members of the squadron.

Enemy fire or contact with obstacles will deplete the ship's shields, and once these are gone, you can kiss your chips goodbye. Just remember, success in destroying the aliens will mean fame, fortune and promotion, whereas failure will get you a nice plastisteel coffin with your name on.

UPDATE

A very similar version of Magic Fly will be winging it's way onto the Amiga very soon, for the same price of £24.99.



ST
£24.99

Hmm, this is a perplexing sort of game. From the look of things it should be a Starglider-type 3D blast, but it turns out to be a rather slow-paced, thinking man's shoot 'em up. It takes a while to get into Magic Fly, because there's not a whole lot to do for the first few minutes of playing apart from scanning enemy ships. Actually shooting anything is made difficult by the tiny blue target which is invisible when placed over an enemy ship, so it's certainly not a game that a real blast fan can get off on, and the various shape puzzles would be a real put-off for arcade fans. There are some very impressive computer displays and the opening sequence is a doozy, but when it comes down to it, the gameplay's not going to have wide-spread appeal. Try before you buy.

ROBERT SWAN

GRAPHICS	80%
SOUND	50%
VALUE	79%
PLAYABILITY	70%

OVERALL 70%

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.



Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided team-mates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

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▶ST AMIGA

MEAN STREETS



BY US GOLD/ ACCESS

It was kind of a slow day at the office and then a guy with face like the business end of a sweeping brush comes over to me and dumps a package on my desk. I flip Rob Swan ten for his trouble, rip open the envelope and empty it onto the floor. Hmm, some computer disks from that cute dame at US Gold.

Seems in this game I play the part of a private eye in San Francisco, circa 2330. A university professor, name of Carl Linsky, has taken a walk off the Golden Gate Bridge and his daughter wants me to investigate. The fuzz say it was suicide, but she reckons otherwise.

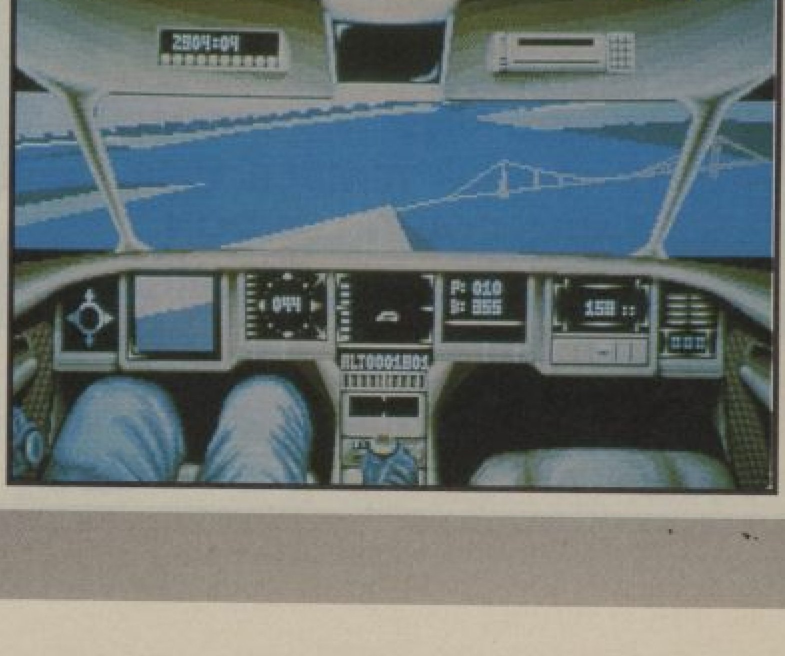
I climb into my speeder, punch in a navigation code for the old man's apartment and engage the autopilot. As the speeder lifts off I get a load of the in-flight 3D vector graphic view of California. Fancy.

When the speeder touches down, I appear in Linsky's place. I move the guy on the screen around the room, and as he finds stuff, I get to examine it or take it in case it turns out to be a clue. The chess set minus the bishop looks suspicious, and then I come across some notes which provide a couple of suspects - one, an embittered lover, another a humiliated student. There's also a note bearing a death threat. So maybe it wasn't suicide. I stash the loot inside my coat and head off to my next port of call - a warehouse Linsky leased ten months before his death.

When I arrive I'm greeted by a bunch of robotic hoods, but luckily their marksmanship programming isn't as good as mine and I get inside unpunctured. Amongst the crates, there's a newspaper clipping about the death of Professor Cal Davis and a warning to get out from Sonny Fletcher. Have to get my secretary, Vanessa, to look those two up.

It seems Linsky, amongst others, was conducting dangerous experiments funded by Gideon Enterprises. Something real big is up, and it's up to me to find out who's behind it and stop them. But where should I go next...?

C+VG HIT!



ST
£19.99

Wow - is this engrossing or what? I've just spent a whole weekend playing this game and I still can't put it down. Mean Streets claims to be an interactive movie, and the way the plot unfolds as you follow up leads and the narrative style really does make you feel like you're in a detective flick. Effective digitised pictures appear whenever you meet people or use the video-phone, and the latter is also accompanied by some decent sampled speech. The only slight downer is the 3D scenery graphics, which are a little jerky, and not very detailed. Aside from that, Mean Streets is really well produced, and well worth buying if you're after an unusual arcade adventure.

PAUL GLANCEY

GRAPHICS	80%
SOUND	82%
VALUE	87%
PLAYABILITY	85%

OVERALL 85%

AMIGA
£24.99

Very similar to the ST version, apart from slightly crisper speech and digitised pics.

OVERALL 83%

UPDATE

There are also C64 and PC versions of Mean Streets available. The C64 version lacks a few minor details, such as a cockpit instrument, but the PC version is basically the same as those reviewed here.

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▲ Bovine terror stalks this Jaleco conversion!

SAINT DRAGON

BY STORM

Jaleco's Dragon-based coin-op of alien carnage finally hits the home formats! The object is remarkably simple. Standing between you and victory is level upon level of horizontally scrolling annihilation, with you taking control of an alloy-shielded dragon, blasting and ramming every alien that dares cross your path.

In your quest to destroy anything vaguely alien-looking, you can pick up various pods, which each bequeath you an extra weapon. Keep your scanners peeled for speed-ups, super invince-o-shields, lasers, and various other pods designed to boost your bullet power.

After dealing death to myriad mini-monsters, prepare your nerves for the obligatory end of level guardians, because you'll be facing the likes of robotised mega-cows (!) and huge laser-spitting orbs of power (double !!).

You're going to need every inch of your invulnerable, baddie boshing, dragon's tail in order to progress, but keep an eye out for any bullets heading towards your dragon's head - that's its only weak spot!

▼ St Dragon sets out to kick alien butt!



UPDATE

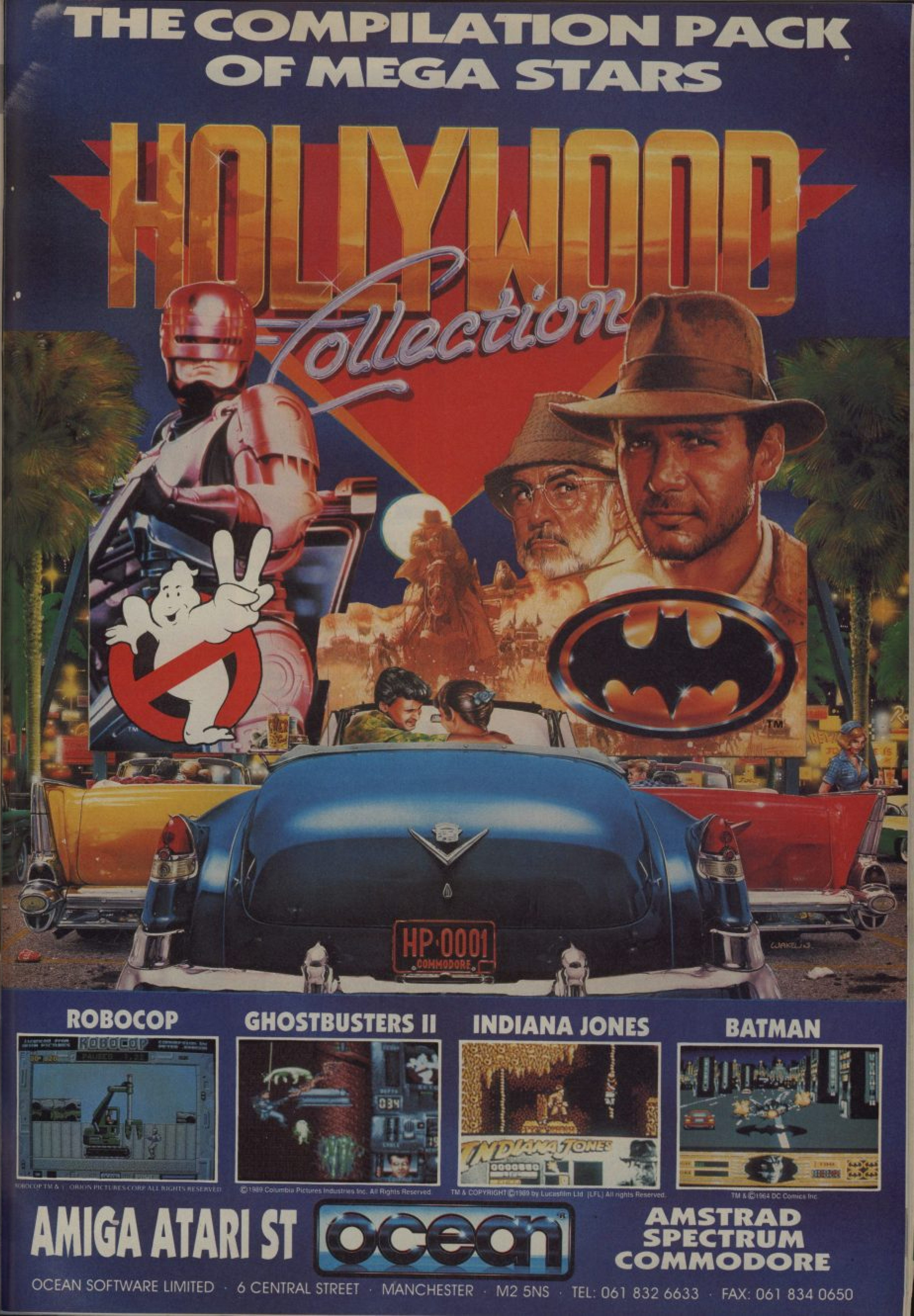
You'll find St Dragon winging its way onto all major formats. We'll keep you posted via the Updates section.

AMIGA £24.99

As an arcade conversion, St Dragon scores very highly. The graphics are nigh on identical to the arcade with some totally terrific sprites and incredibly detailed backdrops. The sonics are great as well, with arcade-like tunes and some superlative spot effects. Random Access's amazing disk routines also mean that more game is being loaded in as you play it so you don't have to wait around for bothersome disk accessing, either! However, for some strange reason (not fully understood by scientists), St Dragon isn't the amazing arcade smash it should be. Maybe it's the slightly sluggish gameplay. It could be the fact that the difficulty level is set a few notches too high. Don't get me wrong - St Dragon is a cool conversion - just don't expect the Earth, that's all.

RICHARD LEADBETTER

GRAPHICS	87%
SOUND	83%
VALUE	80%
PLAYABILITY	80%
OVERALL	80%



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THE SPY WHO LOVED

BY DOMARK

Evil genius, Karl Stromberg, has stolen two submarines containing nuclear missiles and is willing to use them, unless the governments of the world submit to his demands. James Bond is called in, with his usual assortment of guns, gadgets and corny wit to deal with the situation.

Starting off in Sardinia, Bond has to race his Lotus Esprit (lots of them about, this issue...) back to his hotel to meet Stromberg, trading his car in for a speedboat along the way. Getting there is no easy task, as hazards such as oil slicks, enemy vehicles and civilians litter the road, and must be either avoided or blown out of the way.

If James drives over enough "Q" tokens along the way, he can trade them in for additional weapons by driving into the Q-Truck which appears occasionally.

At the end of the level, Bond is forced to drive off a jetty, and turn his car into a submarine! Even then, he's not safe, as Stromberg's undersea forces are everywhere, trying to eliminate the plucky spy. The car isn't particularly well-armed at the start of the level, but add-on



▲ *Messin' about on the river with*



▲ *Underwater Lotus laffs in The S*

C+VG HIT!



▲ *Domark's M25 simulator!*



...with 007.



The Spy Who Loved Me.

weapons appear every so often, providing four-way and eight-way torpedoes and a laser gun to even the score.

The next scene takes place in Stromberg's supertanker, where he is holding the captured subs. To break into the tanker's control room Bond has to ride a moving security camera to the control room where he can plant a bomb. Meanwhile, he has to gun down Stromberg's henchmen, Operation Wolf-style, before they kill him.

After reprogramming the submarines' targeting computers via a symbol-matching game, played against the clock, James has to WetBike his way to Stromberg's place, blasting away at the defenses, while collecting air-dropped weapons supplies.

Once at the base, Bond has to defeat Stromberg once and for all, but his KGB counterpart, Anya, has been captured and is being used as a body shield by the madman. This is another Operation Wolf-type game, with enemy troops popping up in front of Bond's gunsight left, right and centre. But Stromberg has an ace up his sleeve - a six-foot assassin with metal teeth whose name is Jaws...

UPDATE

Bond should be blazing his way onto an ST, C64, Spectrum and Amstrad real soon. The 8 bit versions are lacking the "Ride The Camera" and "Reprogram the Missiles" sequences, and the final shootout, but all the other sections will be included intact.

▼ *Get tooled up in the Q Truck!*



AMIGA
£24.99

After Licence to Kill, things have been looking up for Domark's Bond licences, and now with Spy Who Loved Me, it looks like they've hit on a winning formula. Okay, I can hear you all screaming "Spy Hunter" and "Operation Wolf", but SWLM combines the two styles of gameplay extremely well indeed. The graphics are small, but perfectly formed, and the scrolling is fast and smooth. The sound is spot-on, with various explosions, screams, screeches and gunshots, and a special mention must go to the house remix version of the Bond title theme. I thought it was absolutely brilliant, and I'm a Metal fan! This is the best Bond game by far, and for anyone yearning for the bygone days of Spy Hunter, take a look. You won't be disappointed.

ROBERT SWAN

GRAPHICS	89%
SOUND	94%
VALUE	88%
PLAYABILITY	90%
OVERALL	91%

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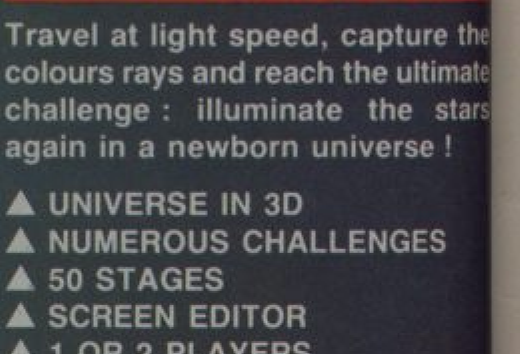
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INSECTOR X

BY HOT B

Arrgghhh! Terror! The insects are coming, wreaking havoc and destruction wherever they go - like a hungry plague of huge proportions descending on our fair lands, eating whatever crosses their path! Ooohh!

Conventional insect repellents are useless - these brutes are reinforced with solid steel armour and lethal laser-spitting weaponry. To combat the problem the scientists of the day have put together Insector X, an insect-like robot capable of infiltrating the insect plagues and even collecting some of the invaders' superior weaponry and using it against them. Our robot hero can collect duo-fire cannons, speed-ups, bombs and spinning blades of power - guaranteed to pierce insectoid armour.

At the end of each level of horizontally-scrolling shoot 'em up havoc, Insector X will come up against the cream of the insect fleet. The first half-screen size enemy fiend you'll come across is a horrifying armoured wasp, armed with lethal lasers and a fire-spitting sting. That's only the first of your problems should you wish to adopt the mantle of Insector X...

THANKS TO...

...PC Engine Supplies for lending us the Insector X cartridge. Contact them on (0782) 712759.

▼ *Bzzz! Blat that wasp, quick!*



▼ *Better than fly spray, any day!*

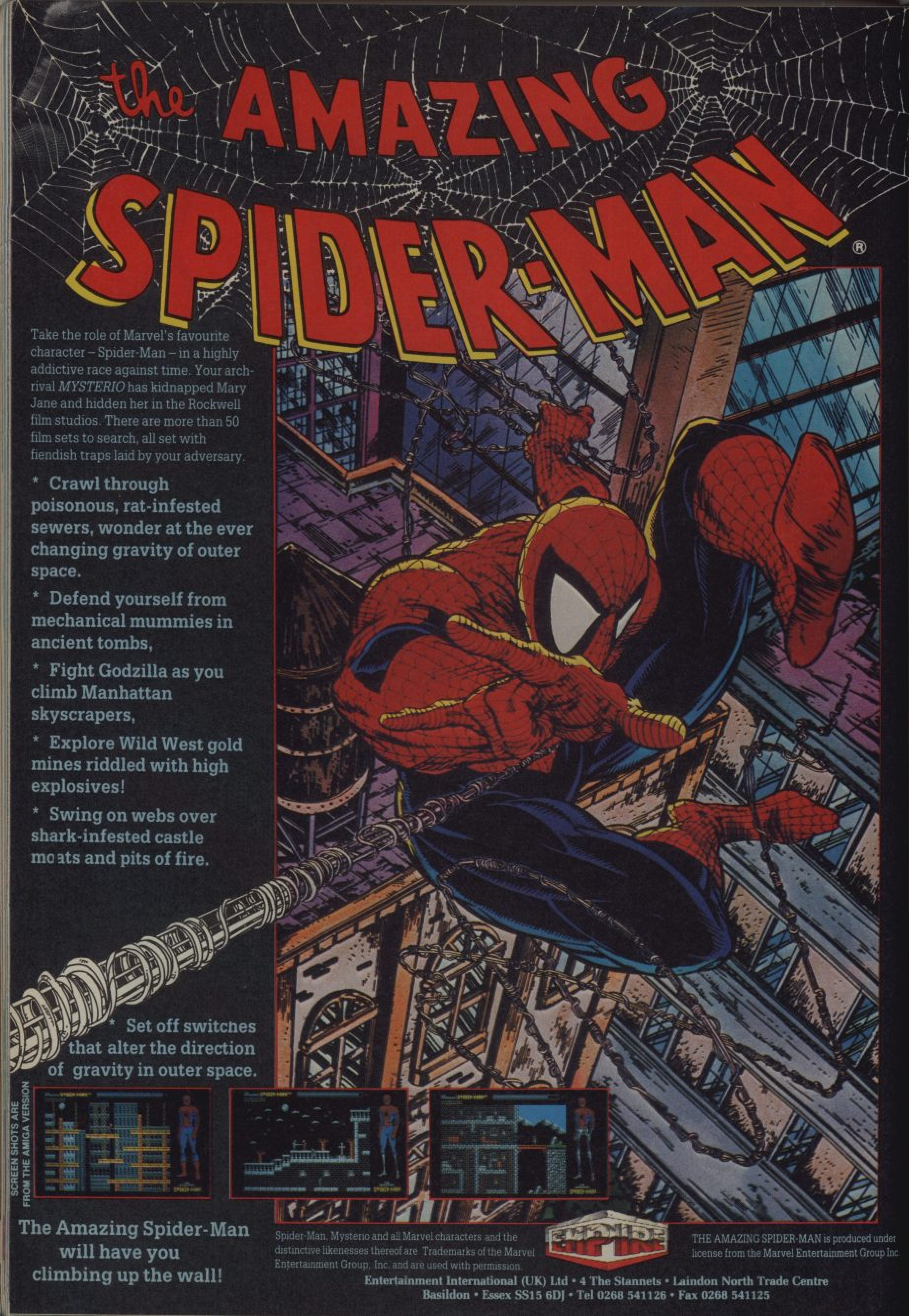


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I wasn't really impressed with Insector X to begin with. The backdrops looked rather tedious, the sprites were small and dull, and the gameplay itself felt remarkably dated. My opinions only changed after I had conquered the magnificent wasp-like end-of-level boss! Both the background graphics and the variety of enemy sprites improve as you progress through the game. At times the screen is literally full of six-legged nasties, and you're going to need to stock up on your power-ups in order to progress. Lose a life (quite easy to do with the pinpoint accuracy of the collision detection) and you'll have to say goodbye all your weaponry and this makes getting further into the game extremely difficult. Insector X is pretty good and does present quite a challenge, but if you want a truly amazing shoot 'em up then you'd be better of buying the brill Thunderforce 3.

RICHARD LEADBETTER

GRAPHICS	77%
SOUND	78%
VALUE	80%
PLAYABILITY	75%
OVERALL	77%


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REVIEW

C+VG HIT!

VOODOO NIGHTMARE

BY PALACE



▲ *Give it some bovver, Boots!*

Stalwart adventurer Boots Barker (so named because of his 32-hole Doc Martens) is in d-e-e-p trouble. Whilst hot-air ballooning over darkest Africa, his wife and "best friend" turfed him out of the basket and left him to the cannibals so they could get their hands on the insurance money. As if that wasn't bad enough, when Boots came to, he found a voodoo mask had been jammed firmly on his head by a witch doctor, and unless he can find this medicine man and get him to remove it, he'll never leave the jungle!

To escape, Boots has to firstly travel through five temples, collect all the jewels that lie within, find the temple god (who will give you a pin, and a special power) and complete three missions - re-unite a lion cub with its mother, feed a hungry chimp and heal a sick native - before progressing to the second level. The pins have to be stuck into a voodoo doll of the witch doctor, who will then become hexed (heck!).

The second level involves you avoiding pushy skeletons and luring four zombies back to their graves. No easy task, as the bony beasts will try to shove you into molten lava!



Once this is done, you take on the witch doctor himself - aiee!

All of this is viewed in 3D forced perspective (a la Knight Lore/Cadaver/Spindizzy/etc), and Boots merrily leaps about the platform scenery, squashing any nasties by jumping on them with his big boots.

When things get a bit hairy, though, you can spend any jewels or bananas you've found to buy maps, dynamite, machetes and other weapons in one of Romero's 9-5 Emporiums, which are staffed by decomposing zombies (Romero? Zombies? Hmm). There are also casinos about, where you can try to win more crystals, but be warned - the machines might be rigged!

▼ *These boots are made for stomping...*



UPDATE

Due to the sheer size of the game, and memory restrictions, Voodoo Nightmare won't be haunting any 8 bit machines, alas.

ST £24.99

The same as the Amiga version in all respects, so obviously the same comments apply.

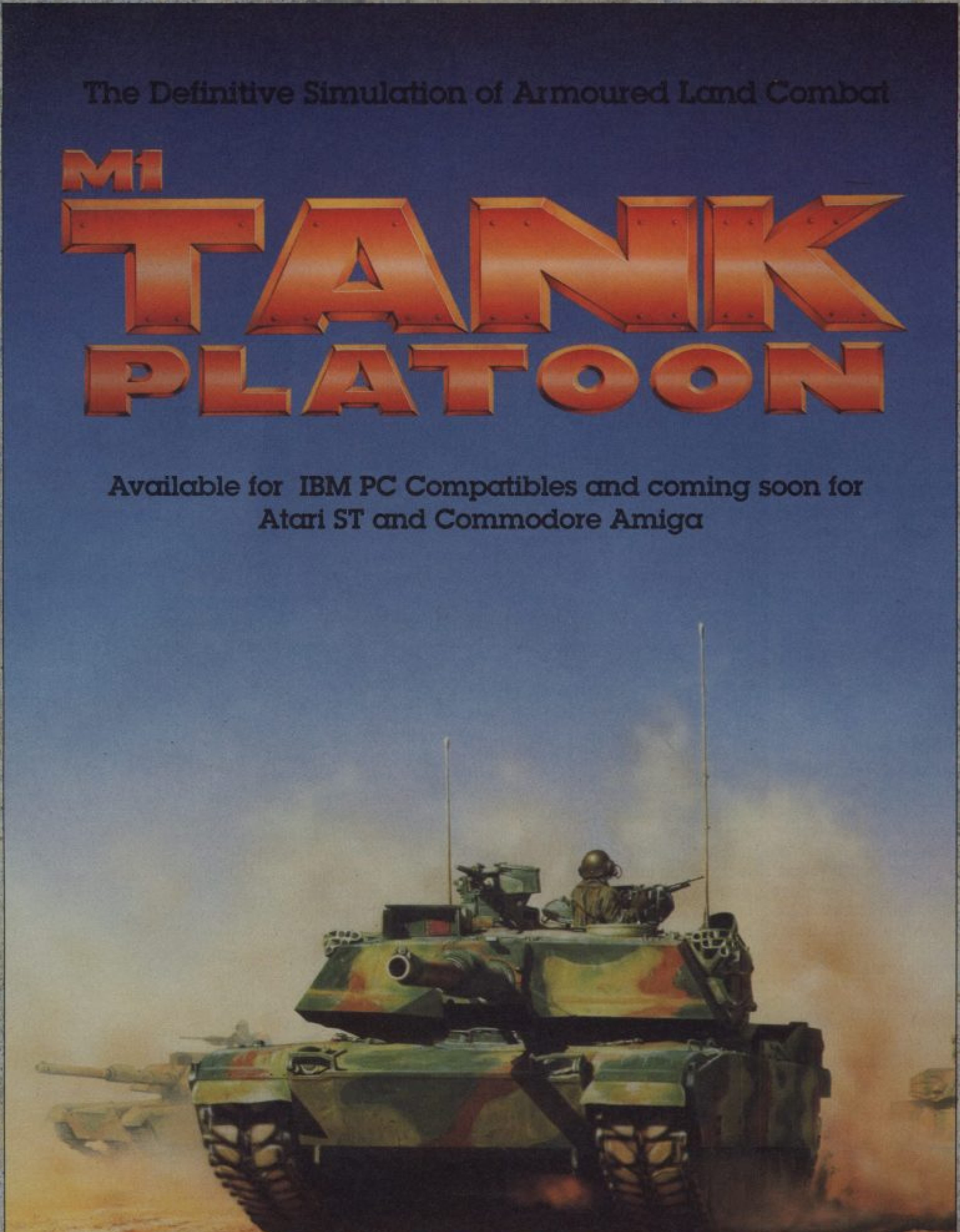
OVERALL 87%

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The first thing that must be said about Voodoo Nightmare is its sheer size - it's mahoosive! What's more, it's as tough as old boots (no pun intended), and even hardened gamers needn't worry about completing the game in one sitting. There are just so many mind-bending puzzles and traps to overcome, that once you get stuck into the game you're going to be playing it for weeks until it's finished. The programmer is also a first-class artist and his dinky sprites and jungley backdrops are brilliantly drawn and animated. And to make the game complete, there's a suitable voodoo-esque tune with an eerie thumping beat backing the action. This is one of the best mixtures of arcade action and puzzle solving I've seen of late, so get down to your software shop QUICK and check it out!

ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	85%
PLAYABILITY	88%
OVERALL	87%



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M1 Tank Platoon was released for IBM PC compatible machines in October 1989;

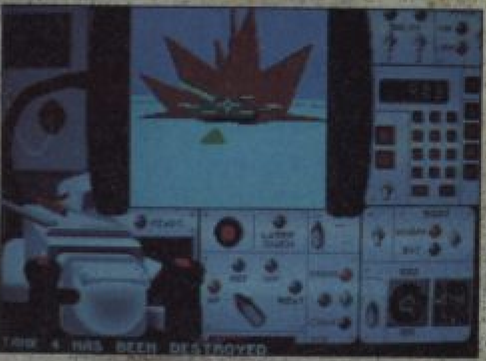
"MicroProse has surely excelled on this one: it's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." *** PC Leisure Spring '90**

" I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." 87% C&VG Nov '89

"The most frighteningly accurate tank sim we've seen." 926 Ace Dec '89



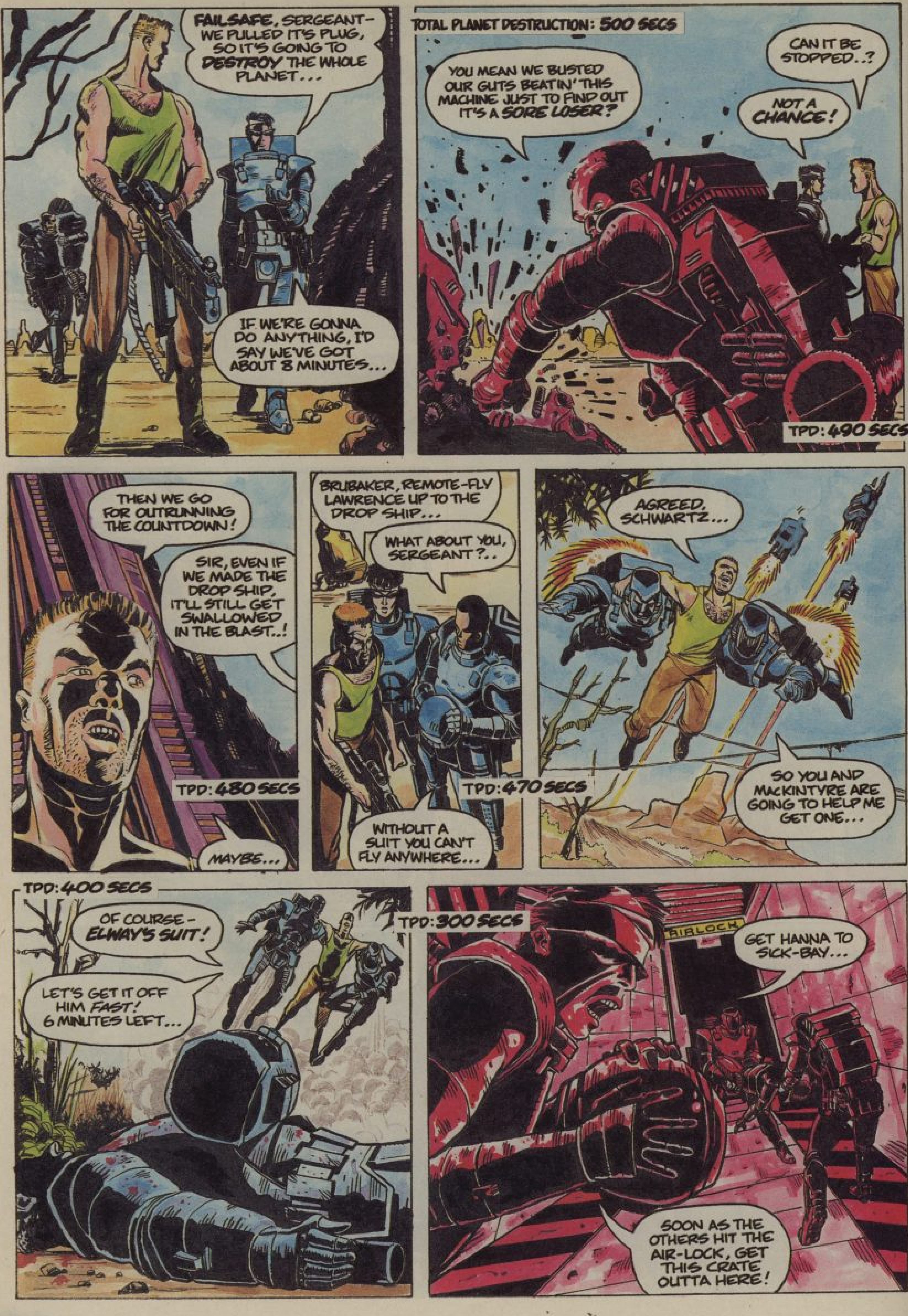
▪ **Endless variety.** Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.

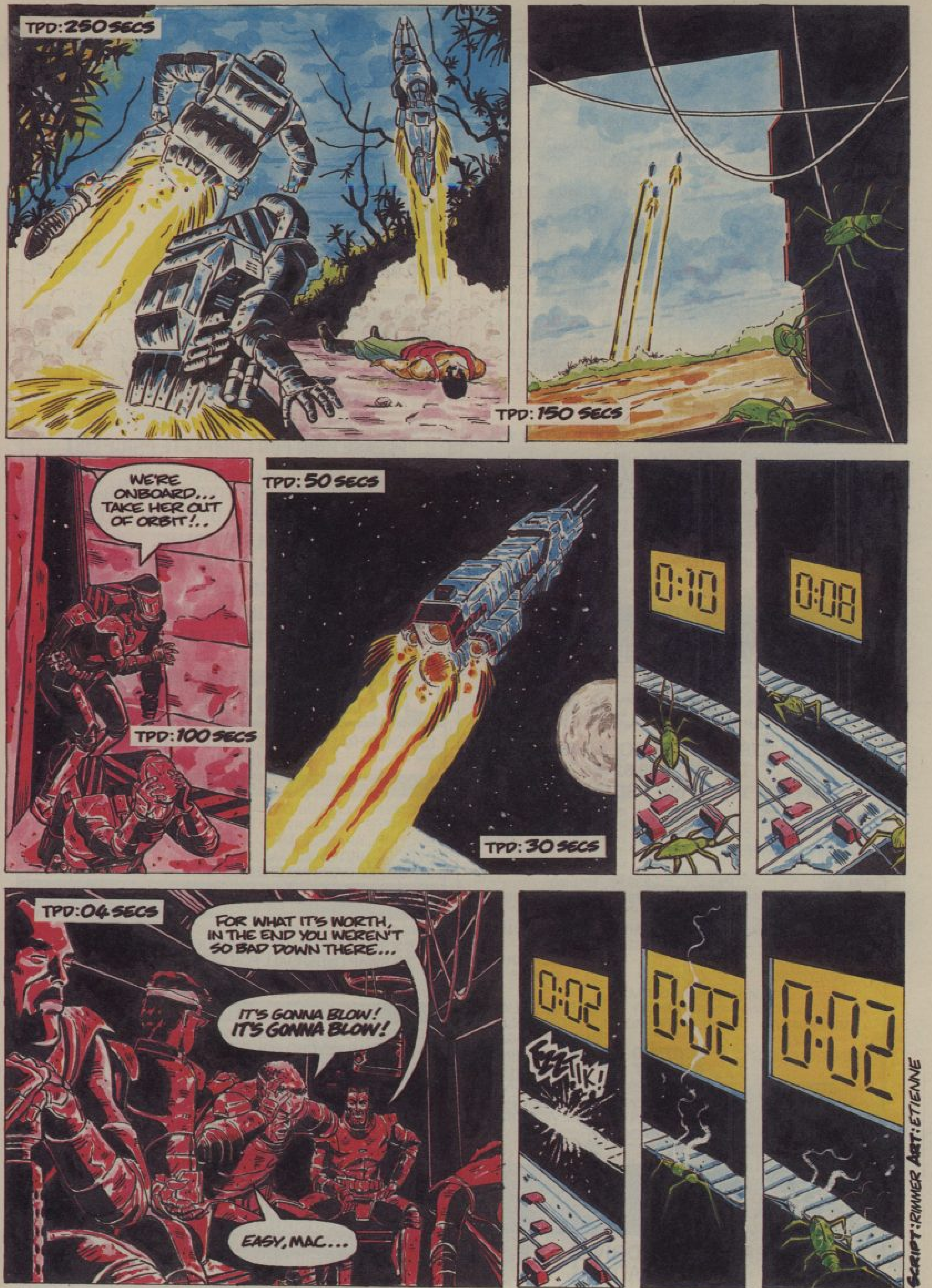





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LIFE'S A CHOKER, HUH, SARGE? YOU'VE GIVEN ME NOTHING BUT GRIEF SINCE WE GOT HERE - BUT NOW THERE'S ONLY ME CAN SAVE YOUR ASS...
YOU'RE LUCKS IN, KIRBY... ANYBODY ELSE MIGHT NOT HAVE COME THROUGH...
SO... AIN'T YOU GONNA THANK ME, SARGE..?
WHY - BECAUSE YOU FINALLY DECIDED TO ACT LIKE A SOLDIER?.. AND MY RANK IS SERGEANT! GOT THAT?
I HEAR YOU... SERGEANT...
MacKINTYRE TO SCHWARTZ...
UNLESS BRUBAKER ACES THE GAME COMPUTER PRETTY QUICK...
...LAWRENCE AND ME ARE VAPOUR! THE GUARD DROID'S GETTING... REAL CLOSE...
CHRIST!.. THIS MINI-GUN'S ALMOST EMPTY...


ALRIGHT, YOU MUTHER... HAVE IT ALL!
RRUDA-CHAK-CHAK-CHAK-CHAK
THAT'S IT... NO MORE AMMO!.. SAY GOODNIGHT, GRACIE...
GOT IT! MAC CAN STOP WETTING HIMSELF...
SHE DID IT..!
ALLLRIGHT! WE NAILED THE SUCKER!..
HOLD IT, GUYS... SOMETHING'S - DAMN!
LOOK AT THIS... 'GAME COMPUTER DOWN - PLANET BOMB ACTIVATED. GAME OVER!'
PLANET BOMB! BRU - WHAT IS THIS SHIT?..


FAILSAFE, SERGEANT- WE PULLED IT'S PLUG, SO IT'S GOING TO DESTROY THE WHOLE PLANET...
IF WE'RE GONNA DO ANYTHING, I'D SAY WE'VE GOT ABOUT 8 MINUTES...
TOTAL PLANET DESTRUCTION: 500 SECS
YOU MEAN WE BUSTED OUR GUTS BEATIN' THIS MACHINE JUST TO FIND OUT IT'S A SORE LOSER?
CAN IT BE STOPPED..?
NOT A CHANCE!
TPD: 490 SECS
THEN WE GO FOR OUTRUNNING THE COUNTDOWN!
SIR, EVEN IF WE MADE THE DROP SHIP, IT'LL STILL GET SWALLOWED IN THE BLAST..!
TPD: 480 SECS
MAYBE...
BRUBAKER, REMOTE-FLY LAWRENCE UP TO THE DROP SHIP...
WHAT ABOUT YOU, SERGEANT?..
TPD: 470 SECS
WITHOUT A SUIT YOU CAN'T FLY ANYWHERE...
AGREED, SCHWARTZ...
SO YOU AND MACKINTYRE ARE GOING TO HELP ME GET ONE...
TPD: 400 SECS
OF COURSE- ELWAY'S SUIT!
LET'S GET IT OFF HIM FAST! 6 MINUTES LEFT...
TPD: 300 SECS
AIRLOCK
GET HANNA TO SICK-BAY...
SOON AS THE OTHERS HIT THE AIR-LOCK, GET THIS CRATE OUTTA HERE!



TPD: 250 SECS
TPD: 150 SECS
WE'RE ONBOARD... TAKE HER OUT OF ORBIT!..
TPD: 100 SECS
TPD: 50 SECS
TPD: 30 SECS
0:10
0:08
TPD: 04 SECS
FOR WHAT IT'S WORTH, IN THE END YOU WEREN'T SO BAD DOWN THERE...
IT'S GONNA BLOW! IT'S GONNA BLOW!
EASY, MAC...
0:02
0:02
0:02
SCRIPT: RIMMER ART: ETIENNE
END

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MAGIC SWORD

Take a beefy sword-slinging barbarian. Stick him in a multi-level, multidirectionally scrolling environment, fill it up with all sorts of mystical and mythical baddies and what have you got? Capcom's latest coin-op, Magic Sword.

As you all might have guessed, it's a beat 'em up in which you have to stroll along the landscape slicing the seven shades of shinola out of anything that gets in your way, before your energy bar is worn down.

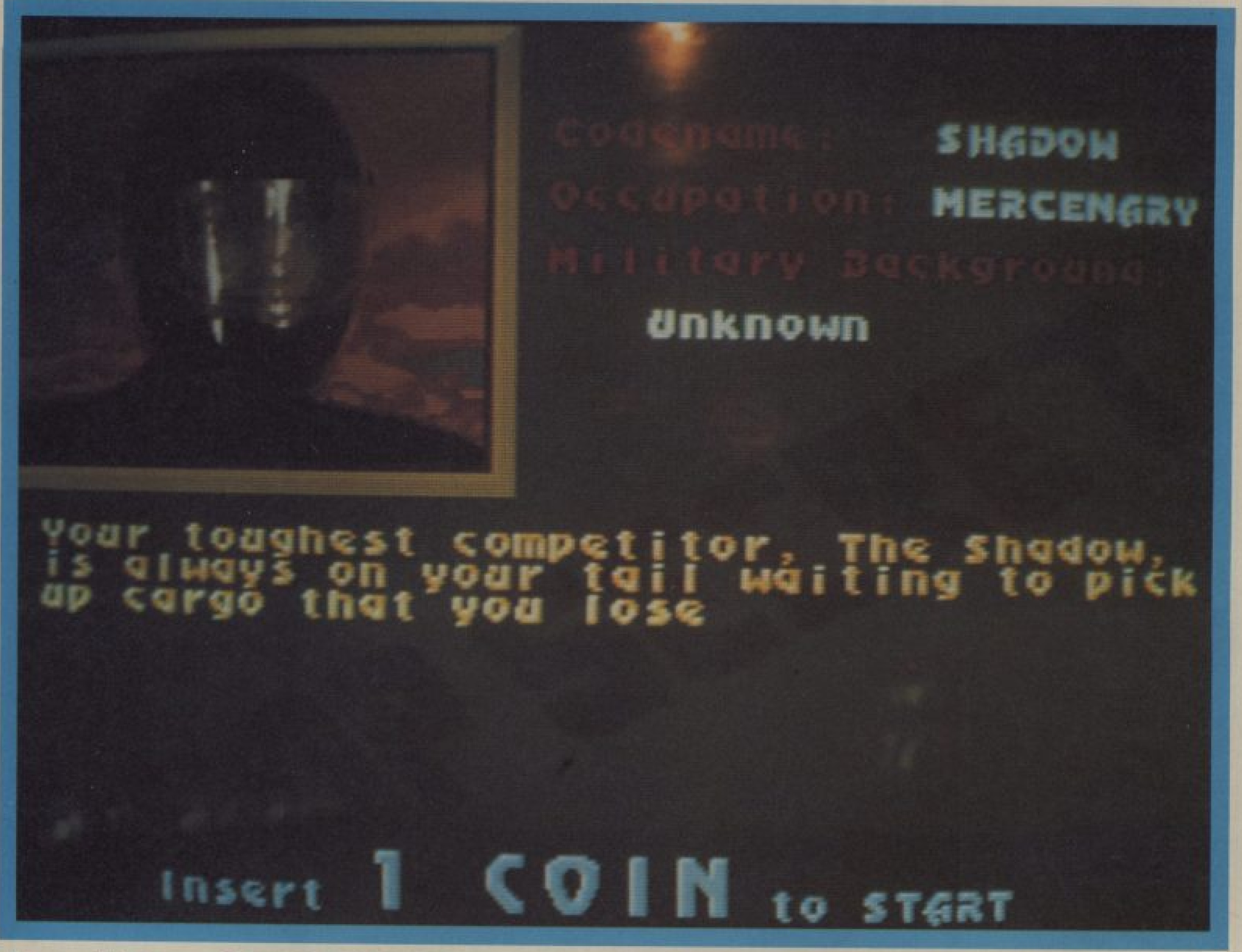
An unusual twist is that if you collect the keys littered around the place, you can open a prison door and free the occupant - who follows your footsteps and acts as a sort of power-up extra person. Ninjas, Wizards, Dwarfs and Amazons can all be freed to join you, although only one character can follow you at once.

Although Magic Sword offers very little in the way of new and original ideas, it's slick, colourful and well executed and should appeal to any slash 'em up fan. **JULIAN RIGNALL**



GRAPHICS	87%
SOUND	82%
VALUE	83%
PLAYABILITY	89%
OVERALL	87%


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HYDRA



Being a big Roadblasters fan, and hearing that Hydra has been billed, "Roadblasters on water", I've been looking forward to this for ages. But now I've played it, I must confess to being very disappointed indeed.

You're given control of a swift 'n' nifty superboat that's armed to the bows with weapons, and have to deliver goods to a destination further down the river. There are plenty of enemy ships trying to stop you, so avoid their shots and blast them out of the way. The further you go into the game, the tougher it gets - but the goods become more valuable, meaning a bigger points bonus for completing each mission.

Hydra has a very rough feel to it - the graphics, although fast, are badly defined (some sprites are really poor), and the sound is awful, consisting of some very fuzzy speech and forgettable tunes. To make things worse, the gameplay is very easy to master, and there's very little variety from level to level. Considering some of Atari's recent arcade games, Hydra is a very poor offering indeed. Give it a miss.

JULIAN RIGNALL

GRAPHICS	71%
SOUND	68%
VALUE	68%
PLAYABILITY	72%
OVERALL	69%

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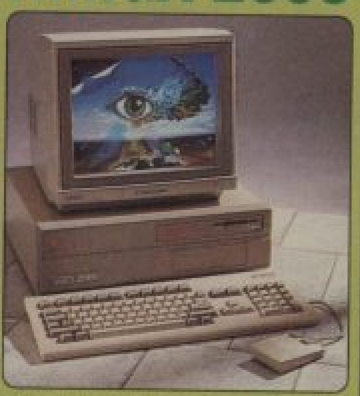
The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: '**Batman The Movie**' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

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ARCADE HIGHSCORES

Welcome to the Official UK Highscore Table - the only place where the greatest arcade aces can see their names up in lights. Fancy yourself as a bit of a joystick demon? You do? Well, don't hang about! Log your high-scores on the back of a postcard, or failing that a sealed down envelope and send them off post haste, to ARCADE HIGHSCORES C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

1941
9,008,800 Gary Harrod, Aylesbury, Bucks
1942
16,220,960 Daniel Ellis (DAN), Bath, Avon
AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland
ALIEN SYNDROME
1,079,050 Chris Eldred (ELF), Grantham, Lincs
ALIENS
1,150,00 Olav E Matias (OEM), Sweden
ARCH RIVALS
98-42 D Navin (NAV), Morecambe, Lancs
ASHURA BLASTER
1,320,800 Gary Harrod, Aylesbury, Bucks
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBOKID
27,878,950 Ian Godfrey, Dereham, Norfolk
BADLANDS
541,785 Alex Ware, Shenfield
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
45,672,800 Gary Harrod, Poole
CABAL
5,600,760 P Kollas, Greece
CAL 50
475,000 Alex Ware, Sheffield
CHASE HQ
19,279,300 Paul Bristow, Erith, Kent
CHELNOV
345,700 Martin Deem, Portsmouth
CRACKDOWN
570,880 Firoz Rawat, Manchester
CRIMEFIGHTERS
612 Gary Harrod, Aylesbury, Bucks
CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow
DARIUS
5,197,770 Tony Prior (TON), Aldershot, Hants
DEMON WORLD
1,501,500 Martin Deem, Portsmouth
DOUBLE DRAGON
1,100,050 Daniel Williams, Derby
DOUBLE DRAGON II
891,000 David McCartney, Falkirk, Scotland
DRAGON BREED
1,117,900 Chris Eldred (ELF), Grantham, Lincs
DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare
DYNAMITE DUKE
1,897,700 David McCartney, Falkirk, Scotland
DYNAMITE DUX
340,740 Alex Ware (AJW), Shenfield
DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
EXTERMINATOR
1,078,100 Alex Ware (AJW), Shenfield
FINAL BLOW
1,796,000 Peter Amor, Clevedon, Avon
FINAL FIGHT
2,360,200 Olav E Matias (OEM), Sweden
FINAL ROUND
11,945,600 Tim Walker, Brighton
FLYING SHARK
3,295,300 David McCartney, Falkirk, Scotland
FORGOTTEN WORLDS
7,819,710 David McCartney, Falkirk, Scotland
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,850,440 Robert Swan (ROB), C+VG
GANG WARS
171,590 Jeff Purnell (JEF), Clevedon, Avon
GEMINI WINGS
1,108,640 Martin Deem, Portsmouth
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GHOULS 'N' GHOSTS
1,115,000 Michael Campbell, Croydon, Surrey
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295.0 Scott M Irvine, Scotland
HAMMERIN' HARRY
158,600 Gary Harrod, Aylesbury, Bucks
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
283,760 Mario Gomez, Sevilla, Spain
IKARI WARRIORS
1,412,300 Graham Shaw, Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland
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4,326,100 Peter Amor, Clevedon, Avon
NARC
5,990,100 Thomas Matthews (TMC), Eastbourne, E Sussex
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1,642,800 Kevin Cook (KAC), Croydon, Surrey
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3,500,000 Martin Deem, Portsmouth
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238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
1,300,650 Ryan Humphries, Durkar, Wakefield
OPERATION WOLF
5,340,120 P Kollas, Greece
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997,360 Michael Campbell, Croydon, Surrey
OUTRUN
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LINE OF FIRE
3,182,100 Scott M Irvine, Scotland
MAIN EVENT
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OUTRUN
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PACLAND
4,936,910 Martin Deem, Portsmouth
PANG
1,068,300 Carl Wakefield, Morecambe, Lancs
P-47
3,913,140 Ian Perryman, Plymouth
POW
244,100 Daniel WIlliams, Derby
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
2,700,598 Paul Bristow, Erith, Kent
QUARTET
8,576,750 James Washburn, Essex
RAIDEN
711,600 Gary Harrod, Aylesbury, Bucks
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena, N Ireland
RASTAN II
894,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
16,184,430 Ewen Chug (FED), Darwin, Austrailia
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
5,800,000 David McCartney, Falkirk, Scotland
R-TYPE II
716,000 Gary Harrod, Aylesbury, Bucks
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
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382,740 Alex Ware (AJW), Shenfield
SCI
10,935,200 Michael Campbell, Croydon, Surrey
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6,769,280 Graham Shaw (WIL), Loughton, Essex
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9,836,600 Jason Oodit, Ashbourne, Derbyshire
SKY ADVENTURES
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3,651,250 Sam Ho, Cheshire
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SUPER MONACO GP
4,372 Christer Bjorkman, Finland
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TEENAGE MUTANT NINJA TURTLES
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999,900 Panayotis Kollas, Greece
TETRIS
186,320 Jeff Purnell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
THUNDERBLADE
12,680 David Muscroft, Sheffield
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30,433,020 Scott Redshaw (RED), Sheffield, Yorks
TOOBIN'
18,798,164 Alex Ware, Sheffield
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15,180,300 Kevin Cook (KAC), Croydon, Surrey
TURBO OUTRUN
49,347,200 Wesley Murray (WES), Croydon, Surrey
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5,440,247 P Kollas, Greece
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1,580,000 Gary Harrod, Aylesbury, Bucks
VIGILANTE
102,420 Michael Azzopardi (MIK), London
VINDICATORS
1,467,400 Hwo Li Lam (DRY), Leicester
VIOLENCE FIGHT
14,105,260 Colin Chung (COL), Islington, London
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WARDNER
9,999,990 Michael Campbell, Croydon, Surrey
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CHASE HQ II
Special Criminal Investigation
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COMPO RESULTS

If you entered a competition in the September issue of this glorious mag of ours, this is the place to look for your name. Did you win? Read on and find out!

TIME MACHINE COMPO

You lot out there are pretty violence-crazed aren't you? Amongst the huge variety of historical events that you could've visited, the vast majority would've gone to 1066 to watch the Battle of Hastings!! Don't you know it was extremely dangerous? Oh well, for sheer originality alone Walter Allison Jnr of Carlisle wins the five hundred quids worth of holiday vouchers! Hurrah! These ten runner-ups get a pretty dudey Time Machine (in other words a watch!).

GARETH DAVIES, MID GLAMORGAN. ANTHONY HARRIS, HEREFORD. ROBERT HEWLETT, HITCHIN. NEIL HEWITT, BRISTOL. MATTHEW FALLON, WARLEY. MARCO CIGLIA, BATTERSEA. S S WRIGHT, RAF ALDERGROVE. DAVID SALTER, PAIGNTON. IAN ANDERSON, BIRSTALL. BRIAN LESTER, MARKET HARBOROUGH.

HOTLINES

WIN A MEGADRIVE

Yes indeed! A brand spanking new 16 bit Sega Megadrive up for grabs! Aaow! So, to quote Sir Jimmy Savile: "Now then, now then, Dr. Sega. Does MICHAEL BARRAT from DUNDEE deserve this prize?". Of course he does! It's on the way, Mike!

WIN A GAMEBOY

Oodles of handheld fun from those Nintendo people goes to JEFFREY SPENCER of MAIDSTONE. Cor!

WIN A PC ENGINE

A groovy NEC wonder-machine is heading in the direction of GARETH SMITH of EXETER. What a lucky chap!

WIN A LYNX

Plenty of Lynx laffs are in the offing for NEIL HARRISON of CHESTER, whose Lynx should be winging its way to him any time now!

BACK ISSUES COMP

There was never a better time to catch up on those all-important C+VG's that you may had missed. Two (count 'em) consoles were up-for-grabs, but alas and alack, only one reader could emerge as the winner. That lucky chap happens to be ROBERT BENNINGTON from BOOTLE, who walks away with a Megadrive and a Gameboy - the lucky blighter!

THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjuction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whisked over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though. When you're dealing with the likes of Julian Rignall, Paul Glancey, Rob Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!

NAME: ....

ADDRESS: ....

....

TELEPHONE NO...

JUST TO PROVE HOW BRILLIANT I AM, HERE ARE SOME OF MY ACHIEVEMENTS:

GAME:.. HIGH SCORE: ....

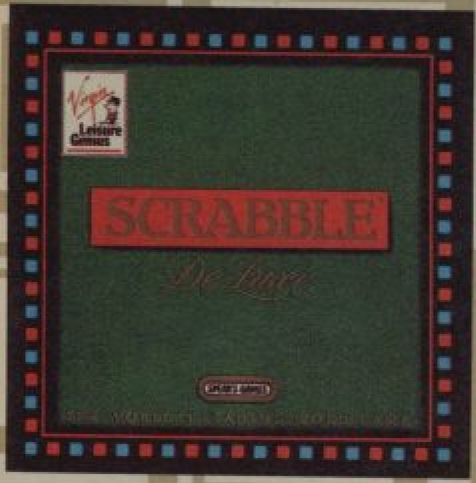
GAME:.. HIGH SCORE: ....

GAME:.. HIGH SCORE: ....

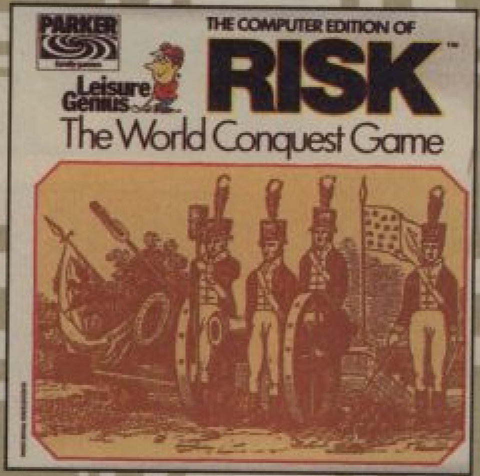
LEISURE GENIUS

THE NAME SPEAKS FOR ITSELF

Virgin
Leisure Genius



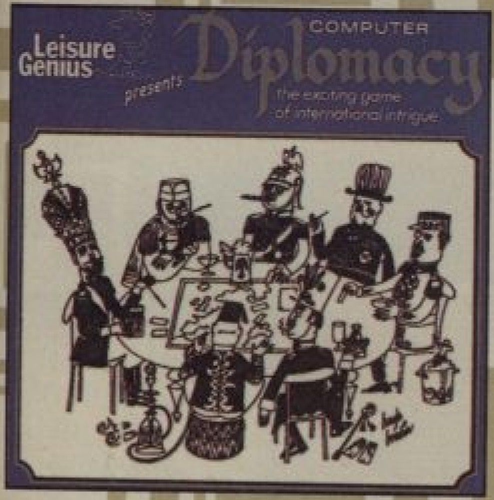
SCRABBLE DE-LUXE



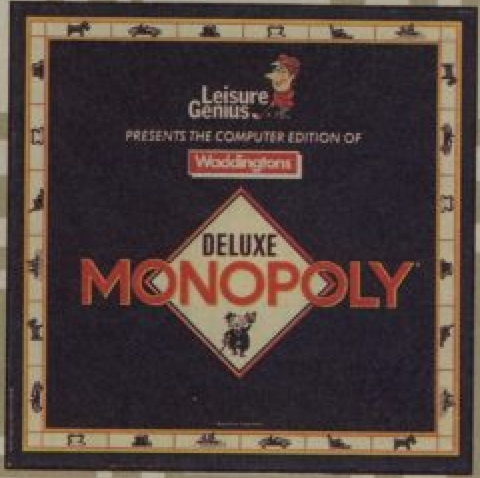
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CLUEDO MASTER DETECTIVE



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MONOPOLY DE-LUXE

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on Spectrum, Amstrad and C64

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SCRABBLE DE-LUXE	•	•	•	•	•	•	•	•	
MONOPOLY DE-LUXE				•	•				
CLUEDO MASTER TEC	•	•	•						
DIPLOMACY	•								
RISK	•	•	•	•	•				

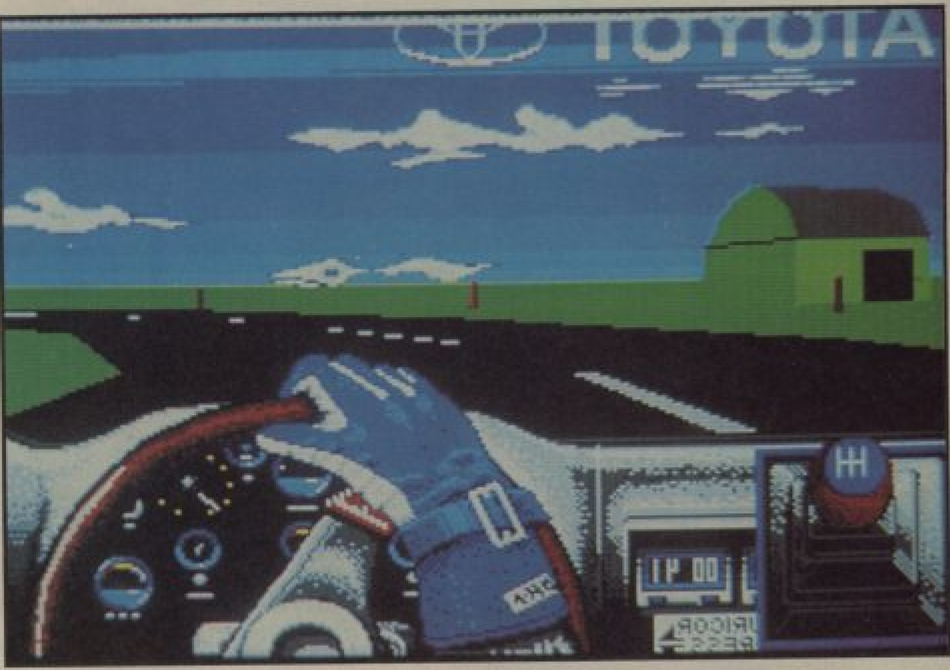
Virgin GAMES

16 Portland Road London W11 4LA Tel (071) 727 8070 Fax (071) 727 8965

TOYOTA CELICA GT4 RALLY
GREMLIN

After their rip-roaring Lotus Esprit Turbo Challenge, Gremlin are letting rip with this new racer based on Toyota's World Rally Championship-winning car. Test your driving skill on rally courses from all over the world, which are rendered in glorious filled vector graphics driving skill on tracks all over the world To help you out there's a navigator (who warns you of imminent corners with digitised speech), and you get the use of windscreen wipers and headlights as well for driving in the rain and the dark! If it's anywhere near as good as Lotus, GT4 Rally should be one amazing game! Check out the review - next ish!

RELEASE: AMIGA ST AMSTRAD SPECTRUM, NOVEMBER
PRICE: TBA





NARC
OCEAN

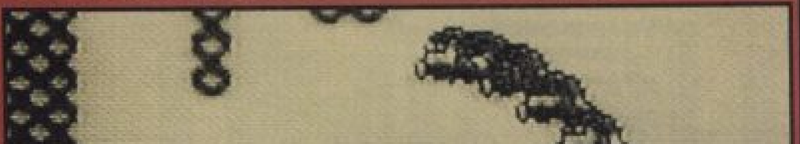
At last Ocean are almost ready to release their computer versions of what is undoubtedly one of C+VG's favouritest arcade shoot 'em ups! The action revolves around two heavily-armed narcotics squad cops, out to dispose of the city's drug dealing scum with customised UZIs, anti-personnel rockets (!) and an armoured Porsche convertible with twin machine guns. The arcade machine had superb graphics and sound, and the murder-and-mayhem gameplay was addictive as heck. Ace arcade programmers, Sales Curve (Silk Worm/Ninja Warriors/Saint Dragon) are programming the conversions so you can safely expect them to be just as much fun as the coin-op!

RELEASE: ST AMIGA C64 AMSTRAD SPECTRUM, HOPEFULLY CHRISTMAS/EARLY NEW YEAR
PRICE: TBA (PROBABLY ST AMIGA £19.99, C64 AMSTRAD SPECTRUM £9.99 CASS £14.99 DISK)

BUBBLE BOBBLE
TAITO

Bubble-blowing dinos, Bub and Bob have now made their way onto the Game Boy! Blasting bubbles at baddies is the order of the day in this conversion of Taito's cutesy coin-op classic and as you can see from the screenshot, it looks like a perfect monochrome version of the arcade game, right down to the two player version (for which you'll need a link cable).

RELEASE: GAME BOY, TBA
PRICE: TBA





M.U.D.S.
RAINBOW ARTS

Before you start getting any funny ideas, this is not a mud wrestling simulation. It's actually a acronym for Mean Ugly Dirty Sport, a deadly game played at the edge of the universe on the planet Ghold. It involves throwing living frisbees at opponents - a little like a bloodthirsty game of Tron - and avoiding the missiles they hurl in return. You can take either a managerial or playing role, with both as fiendish as the other. There are 16 different types of alien, four environments to play it, with no rules whatsoever (including dodgy tackling, hitting and even full-blown fighting)! Sounds like a real hoot, dunnit? Well, we'll find out when we come to review it real soon.

RELEASE: ST AMIGA PC, NOVEMBER
PRICE: ALL VERSIONS £24.99





MASTER-BLAZER
RAINBOW ARTS

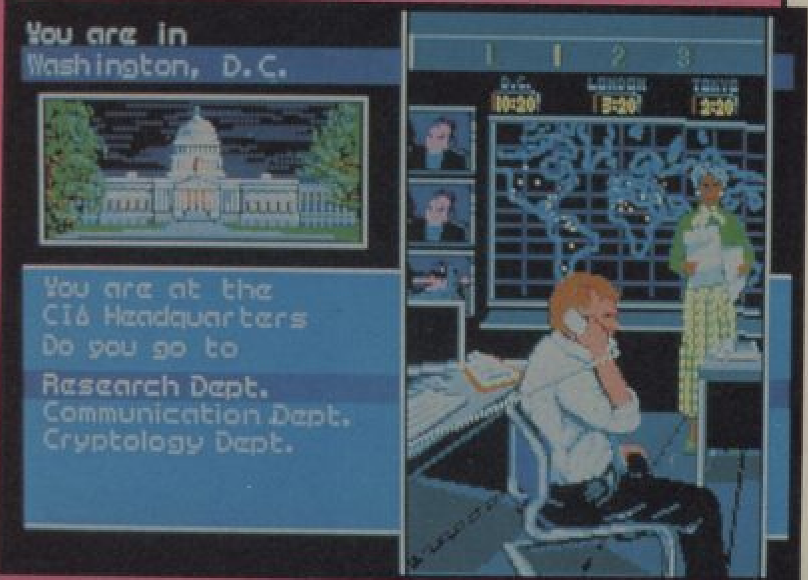
Remember Ballblazer? That brilliant 8 bit Lucasfilm title of about six years ago? It involved one or two players screaming around a chequered floor, trying to blast a ball through a set of moving posts. Rainbow Arts grabbed the licence to convert the game (and, incidentally, a couple more of Lucasfilm's early 3D epics) to the ST and Amiga and Masterblazer is the result. It takes full advantage of the 16 bit machines' power to produce a game that is "plenty amazoid"! If you thought the 8 bit versions were fast, wait till you see this one. Sadly, pictures can't relate to you the sheer speed with which everything zaps around the screen, but it's fast, furious and fun, fun, fun! Check the review out - next ish!

RELEASE: AMIGA ST PC, NOVEMBER
PRICE: ALL VERSIONS £24.99

COVERT ACTION
MICROPROSE

From Sid Meier, the man who brought you Silent Service and Railroad Tycoon (which will be out soon on ST and Amiga fact fans!), comes this intriguing spy simulation which is unlike any others. It seems that espionage isn't all submarine cars and snogging Barbara Bach, and this simulation gives you four scenarios to spy your way out of. There are puzzling code cracking and phone-tapping sections, a "follow that car" game and a bit where you have to break into enemy buildings and steal their secrets and plant bugs. Sixteen cities from three major sections of the world can be selected for a particular assignment, with different organisations part of any one case! It may sound a bit too complex to be fun, but after seeing an early version of the game, we can say that the Meier magic has worked again, making this a fiendishly addictive and unusual game. We await the finished game with much anticipation!

RELEASE: PC AMIGA ST, TBA
PRICE: TBA (PROBABLY PC£34.99, AMIGA ST £29.99)



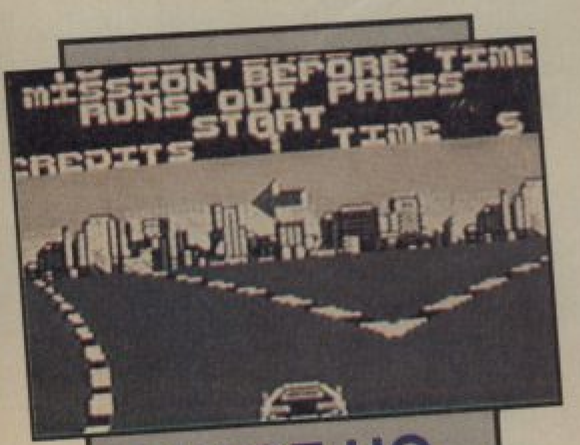
GOLDEN AXE
VIRGIN GAMES

Hack, slash, chop, grind! At last, Golden Axe is about to be unleashed, courtesy of Virgin, and from what we've seen, it could be one of the big 'uns for Christmas! Evil titan, Death-Adder has stolen the Golden Axe, and in doing so has caused death and destruction to fall upon the land. Three brave warriors - a barbarian, an Amazon, and a dwarf - have set out to reclaim the axe, and defeat the evil one. No easy task, as all of Death-Adder's minions will be doing their utmost to knock seven bells out of you! We've seen the Amiga and Spectrum versions, and both look remarkably faithful to the coin-op (as far as their capabilities will allow, of course). Look for a full review in an upcoming ish!

RELEASE: AMIGA ST PC C64 SPECTRUM AMSTRAD, NOVEMBER

PRICE: AMIGA ST PC £24.99, C64 AMSTRAD SPECTRUM £9.99 CASS, £14.99 DISK





CHASE HQ
TAITO

Yeah! This is want we want, a Game Boy racer! And not any old racer, mind you, but a conversion of that rip-roaring roadster, Chase HQ. Race across highway and byway, smashing five criminals off the road with your super-dooper armoured Police Porsche. The coin-op was brill, the computer versions were tops, and this version looks like it could be absolutely gob-smacking. Watch out for it!

RELEASE: GAME BOY, TBA

PRICE: TBA

EXTERMINATOR
AUDIOGENIC

Audiogenic's first-ever foray into the mysterious world of arcade licenses is this, the wacky Gottlieb coin-op. It features the player as a bug exterminator (hence the title), but one with a peculiar talent - the ability to shoot laser bolts from your fingertips! Anyway, you must travel from house to house in your neighbourhood, blatting bugs by the barrowload, picking up power-ups, and avoiding the nasties. It's all quite a laff, really, and as you can see from this C64 screenshot, looks pretty damned swish, too. Acclaimed Commodore artist, Dokk, is responsible for the graphics on this version, and Bob Hare has done the programming. Meanwhile, Keith Birchill (of Ghosts 'n' Goblins, Space Harrier, Afterburner, and Commando fame) is working on the Spectrum game, and Nik Pelling (alias Orlando) is producing the ST and Amiga games. Quite a line up of programming talent there, but you'll have to wait till next month for the full SP.

RELEASE: AMIGA ST PC C64 AMSTRAD SPECTRUM, OCTOBER

PRICE: AMIGA ST PC £24.99, C64 SPECTRUM AMSTRAD £10.99 CASS, £14.99 DISK





LIGHT-SPEED
MICROPROSE

Set in a future where the Earth is uninhabitable, Lightspeed marks MicroProse's first venture into the lucrative space sim market. The storyline places the player in the shoes of an explorer who has to travel through a star cluster, in







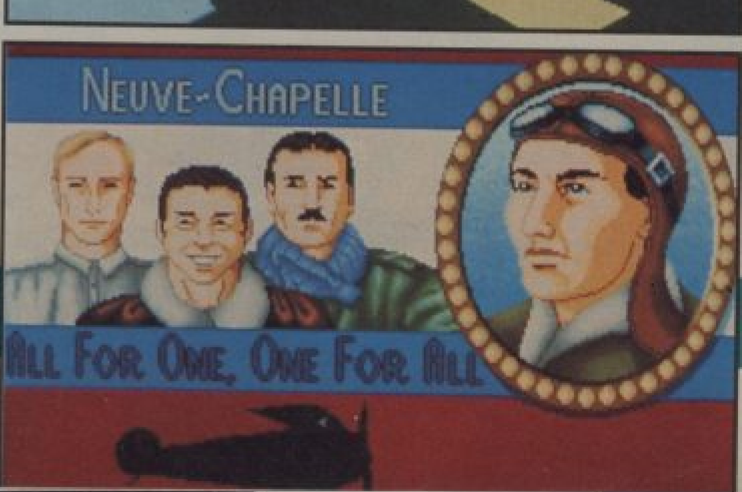
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search of a new world to serve as home for the remainder of mankind. Featuring a mix of MicroProse's usual high-class simulation and role-playing interaction, we think this could well emerge as an unexpected hit when released.
RELEASE: PC, DECEMBER
PRICE: TBA (PROBABLY £34.99)

KNIGHTS OF THE SKY
MICROPROSE

With Cinemaware's brilliant Wings receiving a HIT! in last month's issue, MicroProse are ready to release a WWI flight sim of their own. The player can take part as either an American, British or French pilot attempting to shoot down as many enemy combat aces as possible. In addition to squaring off against the likes of Oswald Boelche (who?) and Max Immelman, you can even take on Mannfred von Richtoffen, alias The Red Baron! Paul's played an early version, and although it's more simulatorish than Wings, it's still heaps of fun to play.
RELEASE: PC, DECEMBER, AMIGA ST, APRIL
PRICE: PC £39.99, AMIGA ST £29.99

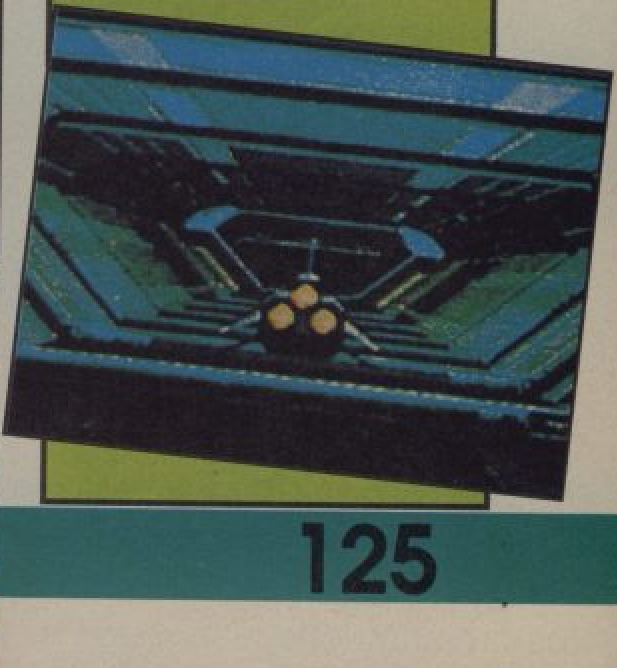




EPIC
OCEAN

After the mixed reception of F-29 Retaliator, Digital Image Design have been slaving away on what could possibly be the most impressive space combat game ever - EPIC. (Fact - this actually started life as Goldrunner 3D. Interesting, eh?) Featuring all sorts of polygonised starfighters (including some that look remarkably like Colonial Vipers, Cylon raiders, X-Wing fighters and Klingon Birds of Prey), this has already got the C+VG team foaming at the mouth. As you can see from the screenshots, it all looks rather super, and with a bit of luck we'll be able to bring you a full review next month.
RELEASE: AMIGA PC ST, NOVEMBER
PRICE: ST £19.99, AMIGA PC£24.99





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